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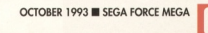
16 Helli's a-poppin'!
Been waiting for a CD game that *really* lives up to expectations? So have we. This month, Core Design hover to the rescue with *Thunderhawk* — check out our in-depth preview.

19 Cop a chopper!
Can't wait for the CD release of *Thunderhawk*? Want to get your rotors running NOW instead of later? Then enter our exclusive competition to win a radical radio-controlled helicopter, courtesy of Core Design!

Thunderful!

October 1993

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Editorial



We've had a Mega-CD in the office for well over a year now and, though there have been a few half-decent games for the system during that time, I've grown tired (and cynical) waiting for a CD game to really blow my socks off.

So it's with a spring in my step (and bare feet!) that I bring news of a forthcoming Mega-CD release which — despite the fact it wasn't quite complete when I saw it — is about to set the CD gaming world alight.

Core Design's *Thunderhawk* is a helicopter flight sim with the emphasis placed firmly on shoot-'em-up action, and it features just THE hottest graphics you'll have seen on *any* home console system to date. Great gameplay, brilliant sounds and flawless presentation complement the dazzling visuals... if you've been looking for a good excuse to buy one of Sega's snazzy add-ons, this is it.

The good news surrounding new CD releases doesn't stop there, either; check out the latest info on *Sonic CD* and *Silpheed* this issue, both of which are shaping up very well indeed.

CD games take a lot longer to produce than cart-based releases (14 months a-piece on average, we've been reliably informed), so it's not unreasonable to assume that these three are just the tip of the iceberg. Exactly what kind of Mega-blasts are being programmed in high-security cellars across the globe is anyone's guess — we'll just have to wait and see what happens.

Other hot stuff this month includes the entry of a low-budget (high turnover!) company into the the console games market — see news story on this page — and the fact that *Street Fighter II* has been priced at £59.99 (which we discovered while investigating said story).

Other details are still thin on the ground at this stage, though, with both Capcom and Sega staying surprisingly tight-lipped about the release. We think they're keeping quiet in an effort to maximise publicity around the release date (let's face it, whichever mag gets their hands on it first are hardly going to wait until the month prior to release before covering it).

Hopefully, our lines of enquiry will have paid dividends by the time you pick up next month's issue, so until then — Hadoken!



Steve Shields
Managing Editor



The Price

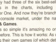
One of the music industries' leading low-price lights, Telstar Records, have announced their entry into the console games market. They're confident they'll be able to offer Mega Drive owners a great deal — top-notch games at just £20 a time. But is it as easy as it sounds?

Telstar Records are the biggest TV marketing company in Britain — they've recently had three of the six best-selling albums in the charts, including the Number One. And now they're branching out into the console market, under the name **Telstar Fun & Games**.

The idea's so simple it's amazing no one's thought of it before. This is how it works: As well as developing their own games (of which details are sketchy, to say the least), Telstar are to buy the rights to 'back catalogue' releases from various software houses (ie, games that companies have stopped selling) then re-issue them under their own name... at a cut-down price. Figures between £20 and £30 are currently being discussed.

As they won't have spent time or money developing these re-releases, they'll be able to invest much of the sales revenue in promoting further titles. Massive TV advertising campaigns would, they hope, stimulate gamers into opting for slightly older titles, whereas at the moment you (and us!) are seen as being interested solely in high-profile new releases.

'I am of the belief that there is a major opportunity to offer added value, in terms of extra gameplay per pound, and to further establish other price points without eroding the positioning of premium price product,' says Fun & Games Managing Director **Mark Livingstone**. In other words, full-priced games will continue to sell just





***Bubsy the Bobcat** for just twenty quid? Not bubsy likely, according to Accolade!*

Hird the one about?

Is this your idea of Heaven or Hell? No, you're not seeing things, this *is* **Thora Hird** sampling the heavenly delights of **Sega**'s *Virtua Racing*. The saintly personality and TV presenter was showing a group of young choir boys around Sega's Metropolis game department in Hamley's toy store, not for her own personal pleasure but for her new religious chat show.

Appart from racing games, we've been wondering just what other kind of carts may light Thora's candle. Steve reckons it's got to be God sims like *Populous* (for obvious reasons), while Ade thinks she's probably into puzzle games. 'After all,' says Ade, 'It's a complete mystery to me how she's stayed looking so young all these years...'







Back to the Future

With more and more high street computer games shops opening, there's a real battle on for superior chains offering the best products. Rhino Group's *Future Zone* computer and video games stores have been taking off all around the country and they've just opened their latest in sunny Blackpool. The store's in the Houndshill Centre and was opened to huge crowds by Future Zone's very own intergalactic spokesperson, 'The Zog of the Zone' (hmm...).

Tony Pickup, Buying and Marketing Director of Future Zone, said, 'We are very pleased with the Blackpool store — it has converted well to the Future Zone concept and trading is already well up on expectations. We expect Blackpool to be a very successful store.'

Future Zone offer all the latest in console entertainment, including all Sega machines, their peripherals and games. There are currently ten Future Zone sites in the country and Rhino have plans to open at least 30 more by the end of the year; the next will be in St John's Centre, Leeds. Keep an eye out in your local shopping centres for new Future Zones.

e Is... Right?

as many copies, but console owners would, he hopes, shell out £20 for his games *as well.*

'There is a significant gap in the market for a new entrant with the marketing skills and financial resources which are available within the Telstar group of companies,' Livingstone added —somewhat optimistically, according to some...

The mighty **Sega** themselves, for example, seem unconvinced. Their PR supremo, **Andrew Wright**, had this to contribute: 'I think they're being a bit premature — the price of games is set to go higher, not the other way around,' he stated.

The profit speaks!

When challenged to support this argument, Mr Wright responded with the astonishing news that '*Street Fighter II: Special Championship Edition* on the Mega Drive has had it's price set at £59.99. It will be a 24-Meg cart, which is expensive to produce, and even 16-Meg carts — now becoming the industry standard — can't possibly be sold at £20. Not unless the company doing so are prepared to make no profit whatsoever,' he added.

Besides which, Sega haven't even agreed to sell the rights to their back-catalogue games at *any* price yet, so as far as they're concerned Telstar's plans are still pie-in-the-sky.

Sega's thoughts on the matter were echoed by **Tim Christian**, head honcho of **Accolade**. It was hinted in a computer industry paper that *Bubsy* (reviewed in this issue, page 38) could soon make an appearance at a knock-down price, but Tim put paid to that little theory in no uncertain terms: '*Bubsy* is now selling at £39.99,' he told us, 'and for a 16-Meg game that's about as low as you can go.

'We definitely haven't struck any kind of deal with Telstar,' he emphasised, concluding that 'we are always exploring every avenue to prolong the life of our products, but have no plans to enter into the budget market.'

And that's how it stood the day before this issue of SEGA FORCE MEGA went to press. We'll continue to investigate this exciting topic over the next few weeks, so keep 'em peeled for an update next issue.

Meanwhile, don't hold your breath — you'll probably suffocate!



It's on the kards

You can't fail to have noticed our *Mortal Kombat* player cards on the front of this ish. Following our in-depth review of the bloody beat-'em-up last month (94% overall), we've produced these nifty, take-anywhere guides to each character's moves. Keep them by your Mega Drive when playing **Acclaim**'s *Mortal Kombat* and you'll have no problem kicking seven shades of schnitzel out of opponents.

If you can't fathom out Kano's Head Butt, Sub-Zero's Power Slide or Sonya's Flying Punch, just follow the instructions which highlight the button and D-pad combinations to execute. Those hard-to-master Death Moves are made that little bit easier, too. You'll see each move and exactly how to accomplish it in the bottom right-hand corner of each card.

Goro and Sheng Tsung don't escape lightly, either. On the reverse of the Johnny Cage card are details of how to oust the tyrannical twosome. With our cool *Mortal Kombat* cards there'll be plenty of gore on the floor as you become adept at all the characters' moves and crowned as the country's top martial arts expert. Enjoy!





Real deal

Now it's become rooted in arcades all over the country, virtual reality's set to be the biggest thing since television. If you're not familiar with the term, you must be in a little world of your own... virtual reality's a way of becoming part of a computer-generated world; a headset presents convincing 3D landscapes explored using various controllers.

The world leaders in virtual reality and arcade coin-ops, Leicester-based **W Industries** and **Sega Enterprises** of Japan, have announced a joint venture to develop virtual reality hard and software.

A Sega VR arcade game is expected for early 1994 and both companies are playing a key role in Sega's long-term VR strategy. Development will be based at W Industries in Leicester but will appear under the Sega banner and use their graphics board and cabinet as principal hardware components.

Sega World scoop

The founder of W Industries Ltd, Dr **Jon Waldern**, commented: 'We are delighted to announce our collaboration with Sega, which will bring our VR technology even further to the forefront of the entertainment market. Licensing our VR technology to leading international companies is a key element in our development strategy for W Industries, providing wide exposure for our existing systems while creating significant incremental sales potential and a wider distribution base.'

Sega Enterprises are the leading designer, developer and manufacturer in the coin-op industry, recently developing 3D VR-like games such as *Virtua Racing* and *AS-1*, while W Industries have true virtual reality games such as *Flying Aces* and *Dactyl Nightmare* under their belt.

The fruits of Sega Enterprises and W Industries collaboration will be introduced at Sega World theme parks early next year. Until then, we can only dream of what this revolutionary partnership will bring.



Sega slip up

It looks like the big 'S' has really put its foot in it this time. **Sega** recently linked up **Coca-Cola** for a massive promotion. Inside select bottles and cans of Coke were letters which won the holder a certain prize. Up for grabs were Mega Drives, Mega-CDs, Game Gears and special edition baseball caps. The lucky 'few' who found a winning letter were to phone up the competition hotline then sit back and wait for their prize.

But even the best laid plans of mice and, er... hedgehogs can go wrong. Those selfsame winning letters also made up part of the production code printed inside the bottle tops so as you can imagine, chaos ensued as thousands of 'winners' deluged Coca-Cola with phone calls in an effort to secure their prize.

The Sonic baseball cap winners were originally projected to total around 35,000. Instead, over 100,000 people claimed them and there just weren't enough to go round. Even now, claims are coming in at a rate of 500–1000 a day. As if that wasn't bad enough, the first 300 Mega-CDs were stolen from a warehouse!

Sega and Coca-Cola now face potential legal action from angry customers with one consumer stating that 'yet once again a powerful manufacturer has gone back on its word'. But both are hailing the promotion as a success and have linked up for another event. The Sonic Speed Challenge takes place around Christmas; we'll give more details as we get them.

Star Spot

Not only is **Cool Spot** the coolest character ever to hit the Mega Drive ('Oi! Watch it' —Sonic), he's now strutting his stuff in the pop world, so Spot's got masses of screaming fans and groupies to contend with, as well as his many platform rivals. He's already appeared in a video, shaking his scarlet thang alongside new pop teen idols, The Chosen Ones (aka T.C.O), to promote their latest single, *Touch*. T.C.O returned the favour by appearing in the game in digitised form. Great gimmick, huh?

But it doesn't end there. Mega Drive-mad T.C.O are recording a cover version of Ska classic *The Liquidator*, one of the tracks from the hot Cool Spot soundtrack. In return, Cool Spot will become the backdrop in T.C.O's new *Liquidator* video, bringing the shady character to TV screens all over Europe.

Virgin Games' sales and Marketing Director, **Sean Brennen**, commented: 'The Chosen Ones and Cool Spot is a merger of a great character and a very appealing teenage dance record. The tie-in strengthens Virgin's links with the music industry and demonstrates even further our innovative marketing approach.' He's quite good at blowing his own trumpet, but that's neither here nor there.

This is just the beginning, as Virgin promise many more pop and cart collaborations. Who could be next, Mick and Mack with Take That?

Sonic CD

Mega-CD ● Sega ● Out: September (Japan)

Last issue, we printed the first in-depth report on this highly-anticipated title. This issue we've got the full low-down (and shots!) on those blinding bonus levels...

Last month, we explained Sonic *has* to time-travel, in order to alter history, clear traps and remedy evils concocted by the unrepentant Robotnik. Failing to do so has serious repercussions — check out the *Back To The Future* movies to get an idea. This could mean *Sonic CD* has multiple endings, not all of them good.

So how does Sonic travel through time? At certain points, Sonic touches a 'Past', 'Present' or 'Future' signpost to set the desired time destination.

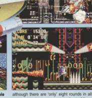
Then all he has to do is build up speed, by running full-tilt down a slope or bouncing off a red high-power spring. When he reaches a certain speed, Sonic glows white, the screen changes to brilliant green and he's transported through time.

Super Sonic Kart?

Because of the three time periods, each round can be considered as three different stages. So although there are 'only' eight rounds in all (as opposed to *Sonic 2*'s eleven), *Sonic CD* can be thought of as having 24.

Bonus stages make wicked use of the Mega-CD's scaling and rotating effects. They're accessed the same way as in previous *Sonic* games: collect at least 50 rings, toggle any mid-stage flagpole and off you go.

Sonic CD's bonus stages look distinctly like the SNES's *Super Mario Kart* or *Pilot Wings*. Sonic's viewed from behind on a fast-scrolling



Above: No, this isn't a screen from a certain SNES racing game, it's one of Sonic CD's snazzy bonus levels!

What's in store?

The world's largest computer and video games department opens in London this autumn. HMV launch Level One at their main store in Oxford street, devoting a staggering 6000 square feet of floor space to the console extravaganza.

Level One offers the biggest range of entertainment software in England, with over 10,000 titles in stock. A high-tech, futuristic interior with state-of-the art features has been specifically designed for the store, complete with translucent glass wall, special lighting effects and a huge video wall — a 'games challenge' area for game tournaments and personal appearances has also been included, which sounds like a great idea.

Designed by Red Jacket, *Level One*'s located on the first floor, next to HMV Videozone. They hope it will be the best games department anywhere in the world; it *does* make HMV, Oxford Street, the world's largest record store at 50,000 square feet. Visit them soon and be impressed.



Outerspaced

Everyone knows the hottest racing game around at the moment is the brilliant *Micro Machines* from **Codemasters**, but what do the Warwickshire-based games company have up their sleeves next? The good news for **Sega** owners is that they've got loads of great products lined up for the rest of 1993 and beyond.

Next up on their release schedule is *Cosmic Spacehead*. Starring Linus Spacehead, the first alien tourist, it's a wacky mix of adventure and arcade action in a weird 1950s style.

Linus is the first native of the planet Linoleum to discover our humble planet. Returning home to what he *thinks* will be a hero's welcome, he's shocked to find no one believes such a wacky world exists. Linus decides to return to Earth and get evidence to clear his tarnished reputation.

Already a hit on the NES and Amiga, *Cosmic Spacehead* should take off on the Mega Drive, too. There are three main locations: Planet Linoleum, Detroitica and a massive space station. Travelling between these areas involves the completion of one of 32 arcade-oriented action games. There's astro-car racing, robot attacks, asteroid fields and many more, bringing high-speed excitement to Cosmic's adventure (it says here).

Cosmic Spacehead will be beaming onto MDs everywhere around November; watch the skies for our preview.

Plenty of padding

Great news for joypad fanatics: we sneaked a spy into **Logic 3**'s heavily-guarded R&D department and he caught a sneaky glance of their latest invention, the **Logipad**.

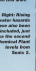
It's the first joypad to have closed micro-switches for smoother, faster, sharper response and also features independent semi and full autofire on all six buttons. The Logipad should set the standard for future pads to follow and may be ready for release as early as October, priced £17.99.

Another Logic 3 controller in the pipeline is the **Phantom Stick**, also utilising closed micro-switches. Other goodies include an eight-directional arcade-type stick, six fire buttons, autofire speed control and slow motion.

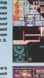
If that wasn't enough, it has a stunning eight feet of cable (who needs wireless controllers?!). Priced at £24.99, the Phantom should also be available in October.







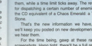
Left: Exactly how many levels of parallax scrolling are featured isn't known yet — but it looks like there'll be lots from this shot.







Right: Rising water hazards have also been included, just like the second Chemical Plant levels from Sonic 2.



track and enemies are destroyed by jumping at them, while a time limit ticks away. The reward for dispatching a certain number of enemies is the CD equivalent of a Chaos Emerald: a Time Stone.

That's the new information we have, but we'll keep you posted on new developments as we hear them.

For the time being, gawp at these radical screenshots. Hang tight, there'll be a full review soon.

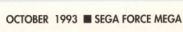








Right: There's just so much going on in this shot that how it all moves is a complete mystery to us — we're yet to see the game in action, and can't wait!



That sinking feeling

Do not adjust your goggles — you haven't picked up a copy of the *TV Times*. **Sega** are behind a new campaign to teach water safety to school children and the *Baywatch* stars are helping promote it.

As part of a sponsorship deal with the **Royal Life Saving Society**, Sega has helped produce a teaching pack for the 'Lifeguard Potential' project, including a 20-minute video starring the *Baywatch* team and **Ecco the Dolphin**. Although 25,000 of these comprehensive life-saving packs have been produced, the RLSS has already received over 15,000 responses from schools all over the country.

Celia Godsall, director of the Royal Saving Society, is very pleased with the response: 'Our research has shown overwhelmingly that the lifeguard is viewed by children as a very positive role model. A water safety message delivered by life guards has the best chance of being received and we look forward to Sega joining our life-saving campaign.'

With guest appearances by **Nicole 'Summer' Eggert** and **David 'Matt' Charvet**, we suspect many gamers can't wait, either!

JVC's Wonderstuff

A new version of the WonderMega — JVC's integrated Mega Drive and Mega-CD unit — hit the streets of Japan in early July. Costing ¥59,800 (about £340), the WonderMega M2 is essentially a scaled-down version of the original, which clocked in at a steep ¥79,800 (about £450 — and that's without bundled software).

To achieve the lower price, JVC cut the machine's MIDI capability, which was only of benefit to Depeche Mode-minded musicians anyway (if you're a muso with a hankering for games, the original's still on the market). The karaoke features have been left in, including two mike ports, voice changer, vocal canceller, pitch control and digital echo, so you can sing along to your musical faves if your thumbs need a break from heavy-duty gaming.

The WonderMega M2's design is more conventional and considerably smaller than the original. It's basically a flat rectangular unit with a smoothly-contoured pop-up CD lid.

What's great about the WonderMega M2 is its six-button controller. It's a battery-powered infra-red unit, which means no annoying wires to get in the way of street-fighting action. Plus it can turn the WonderMega and TV on and off, switch between game and TV viewing, reset the console and even adjust the TV's volume.

Unfortunately, it isn't possible to use two wireless controllers at the same time, but a second, wired controller can be hooked up to the infra-red unit for two-player games.

Two connector ports accept standard Sega controllers, either the old three-button boomerang or the nifty new six-button unit.

Besides the usual RF and RCA pinjack video outputs, the WonderMega M2 also has an S-VHS socket for a high-quality picture with no blurry reds or greens. Beware, as this unit is intended solely for Japan at present, its output is NTSC only, so it won't work on a British TV.

JVC haven't given any indication that the WonderMega M2 will be released outside Japan. We can only hope, but if we *do* hear anything, you'll be the first to know.





Silpheed

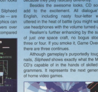
Mega-CD ● Game Arts ● Out: Now (Japan)

This eagerly-awaited cart's now available in Japan and we'll have a full review next issue, but if you can't wait, here's more news.

In Japan, this awesome-cool 3D shoot-'em-up's drawing more attention than any other Sega game. As previously reported, all the machinery, asteroids and geographical formations in *Silpheed* are composed of polygons and fractals. It promises to deliver never-before-seen realism in both looks and gameplay.



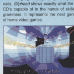
The between-stage scenes — the Silpheed SA-77 preparing for take-off, for example — are stupendous proof of what polygon graphics can achieve. In that regard, *Silpheed* towers over *StarWing*, although they shouldn't be compared because they play radically differently.



Besides the awesome looks, CD sounds add to the excitement. All dialogue's in English, including nasty four-letter words uttered in the heat of battle (you might want to use headphones with the volume turned up).

Realism's further enhancing by the supply of just *one* space craft, no bogus stock of three or four. If you smoke it, Game Over, but there are three continues.

Although gameplay's purportedly tough as nails, *Silpheed* shows exactly what the Mega-CD's capable of in the hands of skilled programmers. It represents the next generation of home video games.



On a slow boat to Ludlow

In this wacky world of console gaming, there are times when software houses send their product a wee bit late. It's **Sega**'s turn to miss the boat this month, as three of their Mega Drive games — *Shining Force, Ultimate Soccer* and *Tecmo World Cup* — arrived past our deadline. We're told the three offenders had problems getting through customs (hamster smuggling or something).

So just in case you're unsure what the games are all about and whether they're worth splashing out for, here's our mini-synopsis of each and a SEGA FORCE MEGA rating. First up, *Shining Force*.

Mmmm....Then, your majesty, we have no choice but to send ADE, a young fighter.

After ten centuries locked behind the Gate of the Ancients, the Dark Dragon reared its ugly head. With the help of his second in command, Kane, old fiery breath has unleashed his armies on the land of Rune. You start your adventure in the town of Guardinia under the guidance of Lord Varios, the master swordsman.

Shining Force is split into eight areas, alternating between 'wander around and interact with people' sections and battle sequences. As you totter around you meet priests, monks, warriors and the like who join your quest, so forming the elite band of folk known as The Shining Force.

Well, ADE, had enough swordplay for today?

It's icon and menu-driven, making it very user-friendly, and the graphics are beautifully drawn. Combat sequences are excellent, gameplay's fast and there are loads of characters to interact with.

Shining Force is produced by Sega and out now at £44.99. Our SEGA FORCE MEGA rating: 88%

The ultimate soccer games?

Sega have two football sims doing the rounds. The first, *Ultimate Soccer*, is a pretty nifty affair compatible with Sega's forthcoming four-way adaptor; if you've two of the things, up to eight players can take part at once (maths was always our strong point —Ade).

There's a good selection of teams to choose from and a smart array of options, including one and two-player friendlies and shoot-outs, Ultimate League, Ultimate Cup and League Knockout. The angled perspective takes a bit of getting used to, play's always from left to right and controls can be a nightmare, depending on the chosen setting.

Not a bad soccer sim, the four-way adaptors making the whole affair a lot more enjoyable. Thing is, where are you going to find eight joypads?!

Ultimate Soccer should be on the shelves now. We're told it'll cost £39.99, but adaptors will be sold separately. It gets a 76% rating from us.

The other footy sim's racing around on import at the moment but will soon have a UK release. Originally released in Japan, *Tecmo World Cup* has appeared in the arcades and is still incredibly popular.

The console version's fairly easy to get into if you're a footballing novice; matches are viewed from the side, controls aren't too tricky and the ball usually lands at a player's feet. The players are well animated but not incredibly detailed.

The two-player game hasn't that competitive edge to it and the World Cup tournament's a bit easy. Even though there's a wide selection of teams to choose from — 24 in all — they're not *that* much different and their passing and shooting skills are diabolical.

Tecmo World Cup will retail at £39.99 when officially released. Price tags at import shops will vary. A fairly poor sim, we give it 57%.

FIRST HALF
DENG 09:25 GERO 1

Above: Tecmo's playability is poor...

Below: ...while Ultimate's is just dandy!

4 55

SF2 latest!

Just two hours before this issue left the building, a Capcom spokesperson from America phoned to give us the latest news regarding Street Fighter II. We know you're keen to to find out what's happening with this game (understatement or what? The phone's been ringing off the hook!), so here's the deal: The game will be called Street Fighter II: Special Championship Edition, it'll be a 24-Meg cart which will feature five 'turbo' speed settings (as fast as the SNES) and, get this, will include an exclusive 'tournament mode' not seen in any other version. Any of the 12 fighters can be played and the UK release date is the last week of October...

The wonderful World of Sega

Last month saw the grand opening of Bournemouth's **Sega World**, the first in a new series of high-technology entertainment centres aimed at kids of all ages. **Sega** believe this development's one of the most exciting to hit the entertainment sector this decade and will transform the future of family entertainment.

Built on others' experience from EuroDisney, Hamley's Metropolis in London and Marseilles' Sega Follies, Bournemouth's Sega World is the first of these centres in Europe. Over £3 million has been spent to make it a console heaven for game-freaks.

The idea originated in Japan in the late Eighties and Sega have developed the idea to include the latest in technology. Sega World has the latest in flight simulators such as the R-360 and AS-1 (which makes its debut this autumn) and great racing games, including *Virtua Racing* and *Out Runners*.

Sega World's other activities include a karaoke room, ten-pin bowling, children's play area, educational section, Sega shop and Burger King restaurant. These are arranged over a number of themed zones (a bit like *The Crystal Maze*) within the centre's 24,000 square feet.

Sega World was officially opened on July 31st by **Chris Evans**, from **Channel 4**'s *The Big Breakfast*. So if you want to drool in awe, get down to Bournemouth.

Competition Winners

We've a back-log of compo winners at the moment, due to the magazine split a few months ago. So if you've entered a competition in SEGA FORCE, sit tight and we'll notify winners and publish names over the next couple of issues. Here's this month's batch of clever clogs...

Our word's our Bond

The winner of that great selection of seven **James Bond** videos from SEGA FORCE 17 is **Michael Jones** from **Quinton, Birmingham**. Many hours glued to your TV screen, Michael. Congratulations!

Clunk! Click! Crash Dummies

The top prize winners in our **Crash Dummies** compo, SEGA FORCE Issue 18, are: **Adam Cooper** of **Co. Durham**, **Duncan Green** of **Leicester** and **Adrian Rose** of **Woodbridge, Suffolk**. A Crash Cab and Crash Dummy figures on there way to you guys.

Six runners-up each receive Crash Dummies figures. They are: **Dale Blair** of **Feltham**; **Philip Khoo** of **Kenton, Middlesex**; **Andrew Fenwick** of **Radcliffe, Lancashire**; **Jonathan Gould** of **Birmingham**; **Joe Thomas** of **Cannock**; and **Ian Bamford** of **Hieher Kinnerton** (where?! —Ade).

THE QJ ProPad

IT'S SO HOT...

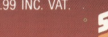


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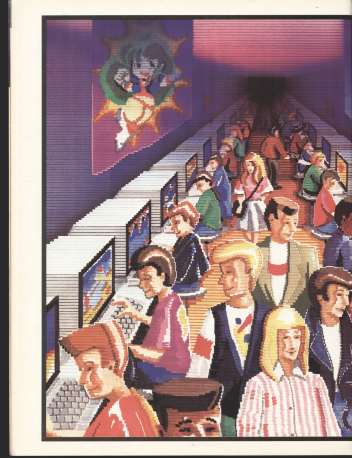
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Thunderha

Mega-CD ● Core Design ● Out: October

While many are gasping at amazing new games coming from Japan and the States, we're keeping an eye on home-grown talent such as Core Design. Their helicopter sim promises to herald a new era for flight sims.





There'll be howls of rage when Mega Drive owners learn that **Core**'s latest (and, by the looks of it, greatest) release is available exclusively to Mega-CD owners — but if there was ever a good reason for forking out for **Sega**'s CD add-on, this is surely it.

Boasting not just some of but *the* flashiest graphics ever to grace a Sega system of *any* description, *Thunderhawk* is a 3D helicopter sim-type thing that plays like EA's *Desert Strike*... only from a first-person perspective (ie, you look out of the cockpit window, rather than seeing the entire chopper onscreen).

Despite the engaging gameplay and sizzling sonics, it's in the graphics department that *Thunderhawk* really comes into its own. SNES owners have been harping on about how great their Mode 7 is and, fair enough, the scaling and rotating effects made possible by their graphics chip are pretty dazzling.

But when you witness *Thunderhawk* in action, you'll notice the surrounding landscape not only rotates realistically, it *banks* with the chopper, too! This means all manoeuvres are reflected by the approaching landscape. Pull up and left and the ground swings away so smoothly and realistically that gasps of delight are sure to issue forth.

The enemy sprites are nothing less than eye-popping, either. Growing larger and more detailed the closer you get, each tank, tree and building can be viewed from 16 different angles. Screenshots can't do *Thunderhawk* justice, as it's not *what* the objects look like which blows your mind, it's how they *move*.

Heli's-a-poppin'!

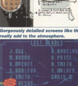
Okay, so it *looks* like nothing on Earth (except flying a combat helicopter) — how does it play? Like the aforementioned *Desert Strike*, it pre-



One of your heat-seeking missiles homes in on a ship.

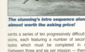
Above: The red bar on the directional display indicates that the next target is away to the right.

Above: Well done — the mission was a complete success...



Gorgeously detailed screens like these really add to the atmosphere.

awk



A billowing smoke stack spirals up into the icy skies above Antarctica.

The stunning's intro sequence alone is almost worth the asking price!

sents a series of ten progressively difficult missions, each featuring a number of secondary tasks which must be completed in order (between three and six per mission — there are 48 in all).

The missions can be attempted in any order, although a steep difficulty curve ensures that only fools rush in where heli-angels fear to tread. Taking place all over the globe, the various tasks are performed over a number of radically-different terrains.

From the icy wastes of Alaska (where enemy agents are escaping with results from your biological research establishment) to the jungles of South America (blow the gun-runners to kingdom come-on-down), via the Middle East, Panama Canal and South China Seas. Not *all* the theatres of war look startlingly different, but with the necessity of night-flying in some areas, there won't be anything to gripe about on that score.

All under control

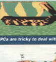
Piloting the chopper — an Apache AH64A, if there are any enthusiasts tuned to this frequency — couldn't be simpler. Button [A] fires the currently selected weapon, [B] toggles between three weapons (chain gun with unlimited ammo, guided missiles and rockets), while [C] used in conjunction with the D-pad gains or loses altitude and changes the craft's heading. ▶

Target locked!

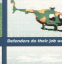
There are plenty of enemy vehicles to keep your trigger finger busy — make sure you see them before they get YOU in their sights!



The formidable AAA



APCs are tricky to deal with



Defenders do their job well



Chain gun the trucks



Hokum 'copters cause havok



Gun Boats sink pretty easily



Tanks take lots of punishment



Frogfoot jets don't hang about



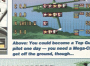
The SAM launcher's easy prey

Shoot radar sites quickly

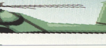
A mobile missile-launcher

Mine-layers are hard to sink





Above: You could become a Top Gun pilot one day — you need a Mega-CD to get off the ground, though...



▶ Straightforward they may be, but mastering the controls is a must if significant progress is to be made. Enemy artillery's liberally sprinkled across every mission and level — and they're anything but slow when it comes to dishing out deadly payloads.

Surface-to-air missiles, hostile helicopters, gunboats, armoured personnel carriers and anti-aircraft installations all need to be dealt with appropriately, as well as the odd jet-fighter and assorted surprises! The chain gun blows most adversaries into the middle of next year, provided you can keep the bullets trained on the right spot, but other targets require more devastating attention…

Animate to annihilate

After a heart-stopping intro sequence, most games give animation a back seat until the closing credits. Not so here, where between-mission clips and pre-campaign scenarios keep the action flowing. A by-now standard 'briefing room' scene has been included, where your Commanding Officer uses his posh pointy thing to indicate trouble spots and primary targets etc on a snazzy scrolling screen.

All these 'scenes' are flawlessly presented,

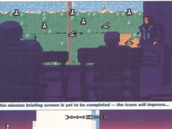


and coupled with crystal-clear speech (even in-flight) and ear drum-numbing sounds — check out that lead-break, man! — they add to the fun enormously. The rock soundtrack which blares in the background throughout the flight is so solid, our editorial assistant, Gavin, crashed his chopper into the side of a barn while head-banging to it! Way to go.

Expect a full review of Core's spectacular CD release next issue. Meanwhile, goggle at the screenies and get your rotor running — head out on the highway, lookin' for adventure, in whatever comes our way… Booooom to– (snip! —Ed). ■



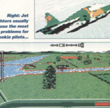
The red dotted line in your cockpit display marks the edge of a war zone — cross it to return to base…



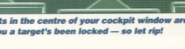
This mission briefing screen is yet to be completed — the icons will improve…



Just look at the litter some people leave outside their houses! Haven't they heard of bin-bags?



Right: Jet fighters usually cause the most problems for rookie pilots…



The sights in the centre of your cockpit window are telling you a target's been locked — so let rip!





The primary target is well within your sights — hope you've some rockets left!

'Up periscope. Hmm, it looks like the coast's clear, Captain.' Oh yeah? Heh heh...

Core! Give us a go on your 'copter, Mister!

Win a radio-controlled helicopter and recreate *Thunderhawk*'s barnstorming secret missions!

Along with *Silpheed* and *Sonic CD*, **Core Design**'s *Thunderhawk* brings a new age of prosperity, thumb-blistering gameplay and mind-boggling graphics to the Mega-CD. Helicopter sims have been the topic of video games for many moons, *Desert* and *Jungle Strike* most notable on the Mega Drive, but only the combination of Mega-CD technology and **Core** coding skills could bring the look and feel of piloting a chopper to your home.

But if you don't *own* a Mega-CD, of course, bringing a copy of *Thunderhawk* home just means you've a broad, shiny drinks mat to put your mug of tea on. Which is why **Core Design** have given us a remote-controlled helicopter to give away, so you really *can* pilot a chopper. Why hide your light under a bushel when you can be a demon of the skies?

Just imagine the fun you can have with a remote-controlled helicopter. Amuse your family! Intimidate your enemies! Take the strain out of carrying heavy shopping! Give the cat a coronary! The possibilities are endless.

It couldn't be simpler

To win this amazing prize and become the envy of friends, neighbours and that irritating woman at the newsagents who stares at you over the top of her glasses, simply answer these three questions:

1. What's the name of the advanced combat helicopter you control in *Thunderhawk*?
   a. Comanche
   b. Apache
   c. General Custer

2. Which style of SNES graphics does Core's *Thunderhawk* wipe the floor with?
   a. Mode 7
   b. Code 7
   c. Network 7

3. From how many different angles can vehicles, trees and buildings be viewed?
   a. 14
   b. 16
   c. Less than four

Just jot down the answers on a postcard or back of a sealed-down envelope (not forgetting your name and address) and send it to **CORE, WHAT A PRIZE!, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**, to arrive no later than **September 16** (otherwise it'll be filed under 'R').

Please state if you do not want to receive promotional materials from other companies, and whether you think Bob Monkhouse should give up now before it's too late.

Jurassic Park

Mega Drive ● Sega ● Out: August 27 (Japan)

The blockbuster movie of the summer (and perhaps all-time) is set to burst upon MD in spectacular 16-Meg fashion. The Raptors should have us enraptured.

Jurassic Park, the game cart, faithfully reproduces the settings and dinosaurs of Spielberg's awesome movie. Many prehistoric beasts roam the Jurassic Park island, including the huge Apatosaurus, massively-armoured Triceratops, awesome T Rex, fast-flying Pterodactyls and, of course, the cunning Velociraptors.

A standard side-scrolling platform game, players can become paleontologist Dr Alan Grant (Sam Neill in the movie) or a Velociraptor. Grant not only performs the usual jumps, kicks, climbs and so on, but also uses six types of weapons to stun or kill dinosaurs.

He first makes his way to safety from the jungle, then goes to a number of locations on the island, including the visitor centre and power station, where certain missions await.

Playing as a Raptor, the objective's much more straightforward: avoid or kill humans and try to escape Jurassic Park and the island. Naturally, the Raptor doesn't have weapons, but his powerful attacks and mighty jumps make up for it.

With scenes and settings straight out of the movie — including superb digitised clips, some specially filmed for the game — *Jurassic Park* could become a monster hit in its own right.

Below: If you choose to play a dinosaur, you must escape from the island to complete the game...

Keio Attack Team

Mega-CD ● Victor Entertainment ● Out: Now (Japan)

Those familiar with shoot-'em-ups can summarise the standard plotline: mankind's under attack by alien hordes and the only hope's a powerful rocket fighter. But here's an exception...

Keio Attack Team's a welcome respite from the tried, tested and tired shoot-'em-up formula — the emphasis is on comedy. It's loosely set in a mystical Japan, several hundred years ago, but historical references are scrambled, ancient deities sharing the stage with modern military machines in great comedic style.

The main character's Rami, a young girl entrusted with the safekeeping of sacred instruments from the heavens. However, while she's goofing off, the seven Japanese Gods of Fortune — under the command of racoon-like Dr Pon — abscond with the treasures.

Rami receives a severe scolding from her guardians, who refuse to feed her until she recovers the stolen goods. Rather than go hungry, Rami dons a bunny-girl costume (kinky) and sits astride Pochi the Dragon to chase the nefarious Dr Pon and his wacky bunch of villains.

Using bright, attractive colours, a frivolous soundtrack and tons of strange and hilarious enemies, *Keio Attack Team* should bring plenty of laughs.



Below: This big ship certainly takes some beating — only in Japan, eh?





There's nothing new about the concept for this CD game but in appearance it could rival even *Silpheed*.

AX-101

Mega-CD ● Sega ● Out: TBA





AX-101's another major-league title that's only possible on CD — this futuristic 3D shooter features over 8000 frames of high-grade computer graphics. It takes place on Earth in the distant future, where humankind prospers in highly-advanced cities.

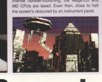
The idyllic lives of the people are shattered by devastating attacks from invading alien forces. The planet's only hope is AX-101, the ultimate space fighter, capable of intergalactic travel to take the battle to their ruthless adversaries.

Yet another cracking CD debut — looks like we're in for one hot winter!

Although the story's nothing new, the cinematic demo makes up for it. Full-screen graphics are used to great effect as a futuristic city's engulfed in a massive explosion.

The gameplay's viewed in 3D through the AX-101 cockpit. Because the graphics require intense number-crunching, the Mega-CD and MD CPUs are taxed. Even then, close to half the screen's obscured by an instrument panel.

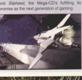




However, by sacrificing some of the screen, *AX-101* delivers astounding speed and superbly detailed backdrops. For example, in one mission you make a knuckle-biting raid inside an enemy space carrier, which requires precise flying down treacherous passageways. All the time you face stiff resistance from enemy fighters and laser turrets determined to pulverise you.

Worse still, take the wrong turn and you meet your maker in the form of an immutable object that even AX-101's hyper-powerful weaponry can't destroy. Although it shares ideas with *Sewer Shark*, *AX-101* has plenty of originality and adrenalin-pumping action to keep you enthralled.

With titles like this, *Moonlight Serenade* and *Silpheed*, the Mega-CD's fulfilling its promise as the next generation of gaming.



Moonlight Serenade

Mega-CD ● Sega ● Out: September (Japan)

EA's *Haunting* not flashy enough for you? Go ghostbusting, Virtual Reality-style, in a 3D mansion.

It's sometimes frustrating that we can only show static pics — this creepy adventure game's a case in point. *Moonlight Serenade*'s fantastic computer images combine finely-detailed bitmaps, 3D polygons and fractals. These map out an eerie mansion which can be viewed from virtually any angle.

The player can walk around this mansion as if it really existed; every time he moves, the view shifts smoothly on. For instance, when going up a flight of stairs, the player's view changes a step at a time, as if he were mounting them himself. It's also possible to look down over the railings at the ground floor, but if the player gets too engrossed, he falls over the edge.





To achieve such realism, **Sega** employed ten high-powered workstations which 'built' the mansion using over a million polygons. If an ordinary PC had been used, it would've taken over five years to do the calculations.

The plot revolves around a creepy mansion located deep in a forest. On an enchanted evening lit by a full moon, a boy and his younger sister are drawn to it by a peculiar butterfly. Heedless of the boy's warning, his sister enters the mansion and fails to return.

The player becomes the boy and must unravel the mysteries and face the evils which lurk behind the mansion's elegant façade. The adventure's clues are in graphic and sonic form, and much probing around's essential. Beware, nasty traps and terrifying monstrosities lie in wait.

If you're a horror fan, *Moonlight Serenade* should be a truly terrifying treat. You won't want to play this alone…

NHL Hockey '94

Mega Drive ● EA Sports ● Out: September

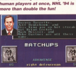
Here's a surprise: Electronic Arts are releasing a hockey sim, but this one has a four-player mode for twice the fun.

Boasting a whole host of improvements over its best-selling predecessor, *NHL Hockey '94*'s one of the first **EA** games to support their new four-way adaptor, so up to four human players can compete (two-on-two) in this accurate simulation of the exciting sport.

Enhancements include a manual goalie option, over 70 sampled pieces of genuine ice hockey organ music (can't wait to hear *those*), new crowd animation and penalty shoot-outs. A battery back-up enables the personal records of up to seven human players to be stored — all on one ice-cool 8-Meg cart! Have £44.99 in your pocket for the bully-off in September.

With the ability to handle up to four human players at once, NHL '94 is more than double the fun!







Super Baseball 2020

Mega Drive ● EA Sports ● Out: September

Futuristic sports sims are usually based on the pastimes of today; this game actually *is* one.

Converted from the Neo-Geo coin-op of the same name, this futuristic bat 'n' ball blast adds a few twists to the much-loved US sport. Land mines are randomly placed in the outfield at the start of every new innings, while teams are selected from male, female and robotic players!

There are 12 teams, two leagues and 192 different characters, each with their own strengths and weaknesses. Home runs and other scoring actions are rewarded with prize money, which can be spent on power-ups.

After every seventh inning, one of your batters has their slugging power dramatically increased so last-minute victories are always a possibility. Grab victory from the jaws of defeat when this 16-Meg cart becomes available in September, priced £49.99.

Bill Walsh College Football

Mega Drive ● EA Sports ● Out: Now

Another Electronic Arts favourite, American Football sims are revolutionised once more as Mr Madden's shown the door!

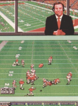
Beautiful presentation plus heaps of fun — and that's just the cheerleaders!

Developed by the same team who brought the mighty *John Madden* to the Mega Drive, *BWCF* utilises a brand new engine designed to propel American Footie sims into '94 — and beyond!

Boasting bigger, more detailed player sprites and incorporating all the rules, strategies and formations found in the game proper, players can select automatic or manual catch-ing for the first time (to the best of our knowledge). Selectable views of the playing field have been added, with a panning 'stadium cam' installed for better presentation.

An 8-Meg cart fully endorsed by big Bill himself — he used to be head coach for the San Francisco 49'ers, don't you know — it's available at £44.99 this month.







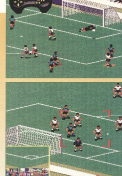


EA Sports Soccer

Mega Drive ● EA Sports ● Out: December

At last, Electronic Arts are working on a *British* football game! The name's likely to change but the game's one to watch.





From what we've seen of *EA Sports Soccer* so far, this release is set to blow every other MD footie sim off the pitch — and that includes the soon-to-be-seen *Sensible Soccer*!

The initially weird three-quarter top-down perspective (an isometric 30° view) works incredibly well, giving all the benefits of a bird's eye view while allowing astonishingly realistic sprite movement. We kid you not; there are over 2000 frames of player animation to swoon over — and swoon you will.

With over 40 international teams on offer, each adhering to their real-life counterparts in skill and style of play, the 'round-robin' type tournaments will be no pushover. Mastering the controls is essential in any soccer sim, and here you need to become adept at not just passing and shooting, but chest-traps, diving headers, bicycle kicks (very impressive!) and sliding tackles, too.

A 16-Meg release slated for a December on-sale date, a price hasn't been set. Miss it and you'll be as sick as a parrot!

Haunting, Starring Polterguy

Mega Drive ● Electronic Arts ● Out: September

Now this game's *spooky* — you have to collect green and red slime to stand a ghost of a chance of winning.



You wouldn't want the Sardini family living next door to you. They're low-down, dirty crooks — and murderous ones, at that! Having been bumped off for your inheritance by the slimy Sardinis, it's your job as the ghostly Polterguy to expel them from the four massive mansions they've bought with their ill-gotten gains. Over 400 household objects can be used to frighten the blighters out of their wits and, hopefully, their homes.

Presented in isometric 3D, *Haunting* was created by John Salwitz and Dave Ralston (of *Cyberball*, *Rampart* and *Paperboy* fame). Avoiding Ectobeasts at all costs, you must collect enough ectoplasm to keep Guy's supernatural powers pumping and even use special scare functions, like zombie-fying a character.

A spooky 16-Meg cart, *Haunting, Starring Polterguy* it's available in September at £49.99.



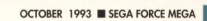




Above: Guy has used his ghostly powers to plant something hideous in the lav. Paul does it all the time!

Below: Beware the Ectobeasts...



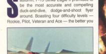


F-15 Strike Eagle II

Mega Drive ● Microprose ● Out: Autumn

Having sold well over a million copies on home computer formats, it was only a matter of time before MicroProse converted one of their famous *F-15* flight sims to a real games machine!

Scheduled to take off some time this autumn, *F-15 Strike Eagle II* promises to be the most accurate and compelling duck-and-dive, dodge-and-shoot flyer around. Boasting four difficulty levels — Rookie, Pilot, Veteran and Ace — the better you get, the more difficult things become.





With graphics as clear and detailed as these, you'd be forgiven for thinking this was a top-of-the-range PC game...



Six real-world territories, from the Gulf to Vietnam (via Libya and the Arctic Circle), form the mission backdrops, and the controls have been extensively tweaked to fit on an MD joypad — keyboard-pounders had about 20 billion different keys to contend with.

We've seen a demo version for preview purposes and, so far at least, it appears *F-15 II*'s gonna be a stunner. Clear, detailed graphics and astonishingly realistic flight controls look set to propel this one all the way to the top of the charts. A review will appear just as soon as the game's finished (or even sooner, in some lesser magazines!).



Blaster Master 2

Mega Drive ● Sunsoft ● Out: Now (Import)

Your planet's been overtaken by evil mechanical hordes, innocent civilians have been taken hostage and the fate of the country rests in your hands! Heavy stuff, eh?

In *laster Master 2*, you control an advanced assault tank and its driver, toggling between the two as you battle wave after wave of mechanical menace in a bid for your country's liberty.

The tank's equipped with some nifty features. You can rotate the gun turret 360°, enabling you to move forward while shooting anyone following, and pick up devastating special weapons to see off those extra-hard baddies.

When you leave your tank, *Master Blaster 2* takes on a *Universal Soldier* appearance as your figure jumps and runs out of danger. You meet the end-of-level baddies when you're on foot (bloomin' typical!) — these take some serious firepower before they crumble.

One of the more laid back platform-based shoot-'em-ups around, you'll certainly need to take your time finishing this one.

In some sections, action switches to an overhead view, providing a welcome break from the sideways-scrolling platform sections. *Blaster Master 2* brings a new slant on the standard platform shoot-'em-up. Read the next issue for the full lowdown.







Don't chuck the towel in just yet, these beasts are easier than they look...

Chuck Rock II

Mega Drive ● Core Design ● Out: Autumn



No unsightly beer-bellies and stubbly chins the size of door stops, this time nappies and milk bottles are the order of the day as a little cavetoddler fights to save his pa.

Unga bunga! The beer-bellied caveman who made such an auspicious debut in the original *Chuck Rock* 18 months ago has been as busy as a bee ever since. Or a bird, for that matter. Either way, after rescuing the curvaceous Ophelia from the evil clutches of Garry Gritter, the calamitous caveman fathered a child — Chuck Jnr.

He didn't spend *all* his spare time engaged in romantic pursuits, however. As well as exercising his loins, Chuck massaged some sense into his Neanderthal noddle and invented the world's first car! The 'Rock-et', as the vehicle came to be known, was such a roaring (well, spluttering at least) success that before long, Chuck's new car company — Fjord, of course — hit the big time.

All good things must come to an end, though, and sure enough, the happy cave couple's world soon came crashing down around them...

The dastardly Brick Jagger from rival car company Datstone had his sights firmly on Chuck's auto empire for some time, and the day finally came when his greed spilled over into an unforgivable act of violence — he had his hostile henchmen kidnap Chuck at gun-point!

And, as they say, that's where YOU come in. Guiding Chuck Jnr about the intricate and highly colourful horizontally-scrolling landscapes is a laugh-and-a-half. While searching for your imprisoned pop you need to overcome an awesome amount of adversaries with your trusty club, as well as enlisting the help of some of the weirdest critters you're ever likely to see.

We received a finished version of *Chuck Rock II* just days before the deadline and, presuming it to be a straightforward sequel to the previous classic romp, intended to review it. Trouble was, there's so much to it!

Still only halfway through the game, we figured it'd be safer to reserve our judgement till next month (by which time we'll have seen a whole lot more of it!).

Championship Bowling

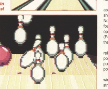
Mega Drive ● Mentrix ● Out: Now (Import)

Ten-pin bowling's hardly the most obvious sporting topic for a video game, but it's been a cult success on home computers so now Sega owners get a look-in.



Steve reckons this game used to be called skittles in his day — funny, we didn't even know they had Mega Drives in the Dark Ages!

If you've strolled around your town recently, we bet our bottom dollar you stumbled across a bowling alley — and we don't mean one lane at the back of a pub! We're talking 40-lane amusement centres with laser games and arcade machines thrown in for good measure! All this originated in the States and Mentrix have seized the opportunity to bring a computer-generated bowling alley to our homes.



Championship Bowling incorporates all the aspects of indoor bowling, except the silly shoes. You can choose from three games — Normal, Spare and Bonus — and have up to four human players, as well as one computer opponent. Choose a bowler to suit your style (Powerful, Polished or Skilful), bowling ball and the speed of the alley you bowl in.

The controls are simple to understand and relatively easy to master. First set the bowling position, then the amount of spin you want to put on the ball, its direction and finally the power of the bowl.

When you release the ball, three animated windows show the ball travelling down the alley, striking the skittles and the reaction on your bowler's face as they see the results.

Available on import now, there'll be a full review in the next SEGA FORCE MEGA. Prepare to be bowled over!

Bram Stoker's Dracula

Mega Drive ● Psygnosis ● Out: TBA

Francis Ford Coppola's remarkable vision of the famous vampire novel doesn't easily transfer to MD cart, but the lads from Liverpool have done their damnedest.



Adopting the tried and tested platform adventure style of play, *Dracula's* involves guiding the Count's nemesis, Jonathan Harker (the fiance of Drac's would-be lover), around multi-directional scrolling levels in search of the sadistic sucker himself. Armed only with a sword at first, pistols, shotguns and even more devastating collectables must be located if the player's to have any hope of progressing.

What we've seen so far of the game is reminiscent of the old Nintendo *Castlevania* series. Large sprites and interactive backgrounds, combined with seek-and-destroy/collect gameplay make *Dracula* instantly accessible to anyone sucker enough to take a bite!

Wiz 'n' Liz

Mega Drive ● Psygnosis ● Out: TBA

Billed as 'the fastest platform game there is', two speedy sorcerers hope to find the right combination to avoid further bunny slip-ups.



If there's one thing a wizard can ill afford to lose, it's his rabbits. In this forthcoming collect-'em-up extravaganza from **Psygnosis**, a pair of apprentice spellcasters have done just that, and it's up to guess who to help the duo find them?

Rumoured to be the fastest-running game on *any* format (the scrolling runs at an astonishing 360 pixels per second!), from the half hour we had with the 90%-complete version, we're not arguing. Fast is an understatement!

Gameplay, too, is nothing short of extraordinary — race about collecting bunnies, bonus letters and fruit, the latter used to mix spells which have generally beneficial effects (although not always). One or two-players compete against ever-tougher time limits (and each other in the split-screen two-player mode) in four different game types (with multiple difficulty settings).

Sub-games play an important part in the proceedings, as does a huge degree of experimentation. The instructions won't detail which combinations of fruit produce which spells, and as there are over a hundred different permutations to discover, it'll take a while to work out what's hot... or not.

There are oodles of other weird 'n' wacky wonders to be discovered. The game has a great humou element. Once again, look out for a review next issue, when all shall be revealed. Right, that's it, I'm off for a waz...

Puggsy

Mega Drive ● Psygnosis ● Out: TBA

A cute creature is stranded *somewhere out there*. Psygnosis put us in a spin but no one objects.

Yet another hapless alien hits a cosmic ripple on his way to the shops for a can of pop and a packet of crisps — this one's called Puggsy. Throwing his ship into the murky depths of the space-time continuum, the poor chap ends up completely lost. Isn't it always the way, eh?

Dropping in on the next planet to ask for directions, Puggsy's set upon by a mischievous gang of killer racoons who steal his ship and leave the tubby 'terrestrial stranded (happens all the time, apparently).

It's your mission to help Puggsy recover his craft and evade the attentions of the planet's evil inhabitants — by manipulating various objects, *Dizzy*-style.

A perplexing 51 puzzle-filled levels await, crammed to the crevices with devious devices and brain-boxing problems to solve. Features include over 40 objects to manipulate (each subject to natural forces, such as gravity and momentum), in excess of a hundred different adversaries to avoid (or annihilate!), 34 distinct tunes and over 40 spot effects — as well as 17 graphically-diverse landscapes.

We're yet to see the finished game, but Psygnosis say we'll receive it in good time for next issue.



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Gutter Snipe

Time to wise-up and get fit, I reckon. Too many lumpy bits and glands going 'wobble' in the night. From this day forth, a strict diet is the order of the day. A complete avoidance of midget gems, monosodium glutimate and anyone called Cathy — 'cos they probably come from Tipton and knit loo-roll covers for a living.

(Cue lots of puffing and panting and hearty gulping of Isotonic Lucozade Sport) Well, hello there! I've just returned from a gruelling session at the local gymnasium with my old mate and sparring partner, Robbie from that top pop compo and mobile hormone factory, *Take That*.

Oh yes, you weren't aware I mingled with the stars of stage and screen. I don't like to name drop... Johnny Depp... Hilary Clinton... Basil Brush... that fit wench from *Countdown*... Toyah Wilcox — but Robbie and I go back a long way. In fact, *he* was the person who introduced me to Youth Hostelling — and Robbie, if you're reading this, I can't thank you enough, mate.

Ten days spent darning socks, eating muesli and washing dishes with 38 emotionally-charged boy scouts in a room smelling of Beeswax, body odour and Spam. Lights out by 10.30, drifting off to sleep listening to Keith, a bank clerk from Croydon who's never been to the countryside before, describing 'those big white and brown mooing things with legs on' and being totally bowled over by the fact that milk isn't actually 'grown' in cartons. Sheer bliss.

So, that's *my* month in this bug hutch, time for you Philistines to drop me a line and let me know what's been going on in your bleak, meaningless little lives over the past 28 days. You'll locate the address somewhere on this page. Probably between the Digestive biscuit crumbs and the cough medicine stain.

It's addictive

Dear Gut

I write after listening to my parents waffling on about an article they read in the popular press. Yep, you guessed — 'IS YOUR CHILD A COMPUTER JUNKIE?' A what?

This whole thing is starting to p*** me off badly. I mean, I don't see papers with headlines highlighting *other* dangerous (heavy sarcastic tone) addictions. OK, so *some* people may have experienced seizures while playing games, but the number is very small. The problem only really came to light when *Sonic 2* hit the shelves, but just look how many people bought the game — thousands upon thousands.

Another point I'd like to raise is all game and console manuals come with details at the front (in bold type, for God's sake!) warning of the possible dangers of excessive game playing, just in case some morons — ie, the press — missed out when skulls were being thinned.

I know this letter's quite venomous, but I'm entitled to my opinions. I *do* love my games, but I also write, draw, have a healthy social life and a girlfriend.

Thanks for paying attention. I had to get this little lot off my chest.

Gut, could you please withhold my details? I wouldn't want to mysteriously disappear.

A Nonnymouse, in a shoebox on the M25

Dear 'Oh secretive one'

Isn't it funny how nearly all the things we enjoy are bad for us? Eating hamburgers, playing computer and console games, going to bed, watching Take The High Road.

The press tend to make mountains out of wormhills. What they say is true, to some extent; excessive computer games playing can affect some people, but simply tucking a couple of lines in a corner of a page doesn't make a good story.

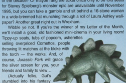
I've had parents say they're very much in favour of console games. They reckon plugging in a game should be made a family occasion, where all members gather round and have a laugh, not one bod stuck in a room playing a game for hours on end with the curtains closed. Now, that is bad for your health.

Glad to see you've a happy and healthy lifestyle. I also partake in numerous physical activities, including: Pinning the Tail on the Managing Editor, Passing the Buck, Lying Through My Teeth — oh, and the ever-so pleasing party romp, the Cream Cracker game. The first three are fairly obvious, I'll tell you about the latter when you're old enough. **GS**

View Jurassic Park in your living room!

Spent ages queueing at your local cinema to watch the dino-blaster of the decade? Or maybe rang the ticket office only to be told seats for Steve Spielberg's monster epic are unavailable until November 1995, but you can take a gamble and sit behind a 16-stone woman in a wide-brimmed hat munching through a roll of Laura Ashley wallpaper? Another great night out in Wrexham.

Wibble ye not. If you're the winner of my Letter of the Month, we'll install a good, old fashioned mini-cinema in your living room! Tippy-up seats, tubs of popcorn, usherettes selling overpriced Comettos, people throwing lit matches at the bloke with the torch — the works. And, of course, *Jurassic Park* will grace the silver screen for you, your friends and family to view...



(Actually folks, Gut's stumbled into his fantasy world again. What will *probably* happen is he'll get me and a couple of bods from MASTER FORCE to crouch behind your free-standing Formica kitchen cupboards and pretend a couple of plastic dinosaurs stuck onto lolly pop sticks with Blu-tac are the real thing. There's a SEGA FORCE MEGA T-shirt and binder up for grabs for the best letter. Sorry about that, it's his hayfever—Ade.)

Exciting, huh? The most talked-about movie around in your very own home! The address to send your letters to is **GUTTER SNIPE, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Offers of free Scotch and trips to Bermuda welcomed.

Just a small tip...

Dear Gutter Snipe

As a Game Gear owner, I was disappointed to discover neither SEGA FORCE MEGA nor SEGA MASTER FORCE carried any cheats/tips for this machine. If this is due to a lack of tips being sent to the mags, may I suggest handheld owners get their fingers out?

William Mellville, Methven, Perthshire

Dear Willy

It's a continual pain. It nags Paul to death. He's had sleepless nights. He worries about it all the time. What? Oh, tips! I thought we were on about Paul's in-growing toenail. Right. OK. I'm with you now, me old cobber.

Paul never gets many GG cheats, so we'll use this chunk to make an appeal. If you've any red-hot hints and tips for the best handheld this side of Weatherfield viaduct, drop him a line. **GS**

In-flight entertainment

Dear Gutter Snipe
Please could you tell me if there are any flight simulations for the Mega-CD? If so, can you tell me what they are?
Anthony Gayle, Wyken, Coventry

Dear Anthony
I went to Coventry once. Quite taken with the one cathedral — looks a bit like Habitat, all spick and span and pink and grey — but t'other, well... they'd forgotten to put the roof on. Bit forgetful.
I've racked my brain, among other things, Anthony, and the only Mega-CD flight sim I've seen as yet is Afterburner III, which wasn't much cop and could've been done on a cart.
The future looks bright, though. You'll have seen our preview of the stunning Silpheed, winging its way from Japan (and like us, asked, 'Is that spelled correctly?!') and Core Design have completed their rip-roarer, Thunderhawks, which I reckon is going to be massive. Just like deeley-boppers.
Remember those things? Good grief! How could an intelligent, civilised race walk around with a couple of springy stars strapped to their heads, trying to look cool? Hang on a sec, this is Britain I'm talking about. Enough said. **GS**



It's hoped Silpheed (left) is going to give the poor old Mega-CD (above) an ounce of credibility.

It takes 2, baby

Dear Gutter Snipe
I've heard the Mega Drive and Mega-CD 2 are being produced and sold in Japan. My brother's going crazy about them and is trying to sell his Master System II. Can you tell me when both machines are being released in Britain?
Also, when is Gamesmaster returning to Channel 4 and will it be broadcast on Thursdays at 6.30pm from the oil rig?
Ripon Azad, Hyde, Cheshire

Dear Ripon
Right, let's go for the jugular. The Mega Drive and Mega-CD 2 are available in Japan now, but they won't be released in this luvverly country of ours until October/November time. As we've already reported, the slicker, sexier machines carry out exactly the same functions as the Mark One versions, Sega have just gone for a couple or three cosmetic changes. You know, a bit of eyeliner here, a touch of blusher there and a new shade of lipstick, which I'm quite tempted to try called, 'Chase Me'. It's a kind of Brussel sprout colour, with undertones of bandage.
I've had a chat with the company who produce Gamesmaster, Hewland International, and they inform me the first show in the new series will be shown on Channel 4 on Thursday, September 9, at 6pm. The setting is a biggo secreto (ie, a big secret). I think that's the polite way of saying, 'Stop hassling me and tune in, why don't you?!'.
But — a-ha! — the newshound that I am, I won't be given the brush off and have discovered the new Gamesmaster will be set in a prison. Remember, folks, you read it here first. **GS**



Hey, folks! It's the luvverly Mega-CD 2. It looks good, it plays good and by golly it tastes good!

You've bin framed!

Phwoar! Always nice to get a bit of naked flesh on my pages (bucket of cold water alert —Ade). Ahem. Look at him, luvvers! Take a gander at those tightly-clenched cheeks. Marvel at that Superman kiss-curl. Envy that sparkly clean bathtub.

This, ladies and gentlemen, is our very own Staff Writer and part-time turkey plucker, young Timmy 'doesn't he look like his mum?' Hirschmann. And, to give you a little insight into the picture, Hirschy's parents have scribed on the reverse 'Timothy in the bath, aged 11 months'. We're not sure whether it's the bath or our Tim that's 11 months old in the photo, but they're both jolly nice, thank you very much.

There's been a distinct lack of embarrassing photos this month, that's why Tim has donated his portrait. So, come on, guys 'n' gals send your cringeworthy pics of family, friends and unsightly domesticated animals to **GUTTER SNIPE, YOU'VE BIN FRAMED, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. There's a MYSTERY PRIZE up for grabs (like two weeks mopping up after the cast of Eldorado) for the best pic. Oh, and include an SAE if you want your photo returned.

Happy holiday

Dear Gut
Your holiday snaps last ish were far too exciting. So I've decided to send a pic of me, on Blackpool beach, aged three-and-a-half. My mother uses those dashing pair of red shorts as a dish cloth these days. Economising all the time.
Talking of holidays, I'm tottering off to Turkey in September and I can't decide which carts to buy for my humble Game Gear before I go. I'll need my daily fix of alien-blasting and damsel-rescuing while sunning my muscular torso on the beach. Any suggestions?
Carl Thomas, Derby

Dear Carl
Quite frightening, my man. Only tanning your torso? Your limbs and head unscrew, do they?
Hmmmm.... good Game Gear games. Well, there's Mickey Mouse: Land of Illusion for starters and, seeing as you're jetting off to warmer climes, why not try the ace RPG, Defender of the Oasis? Spider-Man 2's pretty nifty and Crash Dummies is good for a laugh. Have a good holiday.
And remember, while over there, don't stay in the sun too long. For the first few days, stop in your room. Then, from time to time, step out on the balcony, opening and closing your body warmer. On the last few days, move to the beach, but make sure you take a well-woven dog blanket.
Who needs Boots the Chemist and their tanning tactics when you've got me? **GS**



Hmmm... not sure this beach meets EEC standards. Definitely not worthy of a blue flag.

Socket to 'em

Dear Gut
God, you must be tired of answering all these questions people pile on you? Well, you'll just have to suffer a bit more, because I've come up with a few!
A couple of people I know reckon there's a Sonic Spinball game coming out. Is this true?
How is it possible to take part in a three or four-player game with only two joypads? Will Ecco: The Dolphin 2 ever appear?
James Berry, Glasgow

Dear James
Yes, I do get tired. I'm no spring chicken anymore and reading the scrawl I'm confronted with every month is having an affect on the old pork pies (that's 'eyes', for those of you north of the Watford Gap).
Nevertheless, I have to work hard — I've my reputation to think of. I mean, some twisted old fruits who answer letters in other mags haven't a clue. They offer a reader a couple or three lines and don't even attempt to answer the question. At least I offer a suitable explanation.
I know this is going to sound stupid but, flippety-dop-dop-drippety-flop. See — told you. Sonic Spinball's most definitely coming out. There's the lowdown on the game in issue 2. Sega have taken the Casino Night Zone from Sonic 2 and expanded it.
As to your query regarding three and four-player games, Sega are introducing a ▶

new add-on which plugs into the MD's joypad ports, quadrupling the number of controllers which can be used. In some of their future sports sims, eight people will be able to take part in one game.

Electronic Arts are marketing a four-player add-on, too. It works with their forthcoming sports game, NHL Hockey 94, *and believe me, improves gameplay no end. A footy sim they're programming works in conjunction with the adaptor and looks well smart.*

Ecco: The Dolphin*'s an ultra-successful MD game: 8-bit versions are on the way and we've the CD version in the office.* Sega *may produce a follow-up, but I think they'll go for other eco-friendly games with different characters.* **GS**



Chucking rocks, too

Dear Gutter Snipe
I'd like to ask you a few questions, if I may? Is *Chuck Rock 2* due out on the Mega Drive? Is *Tetris* on the Mega Drive the same as the Nintendo game? Is there an infinite lives cheat for *Sonic 2*? Will *Cool Spot* appear on the Game Gear?
Laura Guscott, Corringham, Essex
PS I think your mag's great

Dear Laura
Welcome. Makes a change to talk to a member of the opposite sex. I've been staying in a monastery for the past couple of weeks. Well, Thomson were advertising a 'get away from it all' fortnight in their brochure and you know me, I'll try anything once. Making cheese, fathoming out jigsaw puzzles, playing billiards... I had a whale of a time.

Anyway, back down to earth with a bump. Chuck Rock 2 *is finished and ready for review any time now. Core Design have produced the game and, looking at my 'oh-so very correct' Sega release schedule, the game's set for September release. We'll let you know if that changes.*

Bloomin' Tetris. *I haven't played the Sega version but the lads tell me it's roughly the same as the Nintendo game. If you're thinking of buying it, you may hit a brick wall (keeping with the* Tetris *theme there, I hope you notice!). Sega have deleted the game, so it's no longer available in the shops. Keep checking our small ads, someone could be trying to flog a copy.*

The only way you can access an infinite lives cheat for Sonic 2 *is if you have an Action Replay or Game Genie cart. Paul's our man to ask for that one — drop him a line. He'll be repeating loads of* Sonic 2 *tips on a regular basis for newcomers to the wacky world of blue hedgehogs.*

Ade popped down to Virgin Games the other week and spotted a games tester trying to hide in a dusty recess with a copy of GG Cool Spot. *Needless to say, Ade was pulled kicking and screaming from the office, but then he likes it rough. Virgin's effervescing Bicarbonate of Soda tablet they call a PR Manager, Danielle Woodyatt, tells me the handheld version of that dotty game will be out in December.*

Right, I'm off to find out who's responsible for this whopping great hole in me habit (that's where you stick yer head, dum-dum —Ade). **GS**

Not enough Gear

Dear Gut
I'm not blaming *you*, but... I'd like to complain about the microscopic eight pages given over to G-FORCE.

I'm a devoted Game Gear owner. I think it's an excellent machine and should have more than a sad eight pages. I'm sure millions of Game Gear owners agree with me.

If you haven't grasped my point yet, it's simple — give G-FORCE more pages. Good boy.
Christopher Paget, Pontypool, Gwent

Dear Christopher
There'll be no point-grasping in my column, thank you very glad.

Question: Which of these magazines has a section SPECIFICALLY dedicated to news, previews, reviews and competitions for the Game Gear? a. The People's Friend; *b.* Hello; *c.* Home and Garden; *d.* Penthouse; *e.* Bunty; or f. SEGA FORCE MEGA. Apologies. We can't count *Bunty* — it's pornographic.

Yes, my little picnic hamper, the answer is of course, f. So, sup up and shut up. **GS**

Games without frontiers

Firstly, congratulations on a great start to a great new mag. I loved SEGA FORCE, but now it's even better. I now know I won't turn the page to find a massive Master System review. SEGA FORCE MEGA is now the best Mega Drive/CD mag around.

Anyway, enough of the bum-licking, I have a few questions concerning the Mega-CD. When are the following games being released? *Street Fighter II*, *Jurassic Park*, *Mortal Kombat* and the game on every Mega-CD owner's list, *Sonic CD*. Where is it? It's been in development for ages and, quite frankly, I'm getting p****d off waiting for it.

Will *Sonic Spinball* pop up on the Mega-CD? Will there be a Guns N' Roses *Make My Video*, or CDs featuring any other metal groups, because it *has* to be a bloody improvement on Kris Kross and The C&C bloody Music Factory. As for Marky Mark, well — 'nuff said.

Finally, when will the 32-bit Giga Drive be released? Will there be an add-on for the Mega-CD? If not, thousands of Mega-CD owners will have to flog their machines to get the new one.

Thanks and keep up the good work.
Nick East, Sussex

Dear Nick
Phew! You don't half ask some questions. Anyone'd think I worked in a tourist information office or a library. Aren't librarians weird? They're always called Meredith or Alan and you'll find them huddled in corners cutting the rudey bits out of Jilly Cooper novels. Anyway, back to your queries. There was news of Street Fighter II *on CD, but all's gone quiet. Capcom have made way for the new* Street Fighter II: Turbo Edition. *Mega-CD* Jurassic Park *and* Mortal Kombat *don't have a release date but early 1994 looks likely.*

We previewed Sonic CD *last issue and yes, I agree, it does seem ages since news broke. Well, when you read this, the game will be out in Japan. Sega have pencilled in an October release for the British version. Hold your horses with* Sonic Spinball, *news hasn't long filtered through on it. There probably won't be a Mega-CD version.*

My sources tell me Guns N' Roses were interested in producing a Make My Video, *we'll wait and see if anything happens. I know what you mean about Kris Kross. I reckon I heard that* Jump *single of theirs about 328 times when the lads reviewed that version of* Make Your Own Sick Bucket.

Sega know where the future lies and they've already planned a 32-bit machine but the rumoured Giga Drive hasn't shown its face. A Sega 32-bit machine won't be available for a while yet because the Mega-CD's not long been released. I haven't a clue whether it will be compatible with the Mega-CD. Don't moan, at least I'm honest. **GS**

WHAT'S IN

Tyrannosaurus
Tim's car
Take That
Anything with strawberry in
PR executives

WHAT'S OUT

Thesaurus
Tim's feet
Bananarama
Anything with Nick Berry in
BR executives

A right raving tit

Dear Gutter Snipe
I'll not beat about the bungalow, you are what we in Shropshire call 'a complete tit'.

I've read your magazine since Issue 1 and browse through your column from time to time. What I see of the news, previews and reviews is pretty good. Your section, however, amazes me. I can't believe what you get up to. How you're allowed to get away with the things you do is beyond me. You waffle on, attempting to be funny and alternative, but it just doesn't rub off. You're sarcastic, rude, selfish, a complete and utter snob and have no idea what you're talking about.
Adrian Pitt, Ludlow, Shropshire

Dear Ade
Touché. **GS**

A hungry blue tit, yesterday.



Love letter for a vampire

Dear Gutter Snipe
Shiver with fear — Steve Shields is here! Is it just me? Am I the only one questioning your Managing Editor's state of mind?

Look at his photo on page six of Issue 1. Now tell me, hand on heart — is Steve a vampire? His colour, his beard — straight out of the recent *Dracula* movie. I'm not xenophobic or anything, but I fear for your safety and that of the local blood bank. Still, at least he'll work the night shift without any argument.

Congratulations on your new-look magazine. Stylish, clean, formatted — very nice. But, if it's constructive criticism you're after, here goes: On the buyers' guide (pages 88 through to 95), I notice the pictures don't always correspond to the text. The torn edges for the big pictures are a little crude, but then you can't have everything! See, there weren't any *major* faults.

On page nine, Marshal Rosenthal asked if anyone remembered the 1977/78 *Star Wars* Topps cards. I do and I *still* have mine — 47 red set, 54 blue. Is Marshal a fellow *Star Wars* fan? (No, I put that bit in —Sub Ed.) He may be interested to know how much the cards are selling for now. If he visits Lakeside shopping centre, he'll find a framed *Star Wars* card selling for £7.50!

I must say, I completely agree with your comments on *Sonic The Comic*. When I first saw the marker illustrations, my heart sank. On reflection, I don't think younger readers will even notice.

I bought a Mega-CD (no, I'm not rich, I used my redundancy pay). I got home, read the instructions. 'Simply snap it together,' it said. Yeah! I've tried MFI stuff before! Simple it wasn't. But the Mega-CD *was*.

The three CDs that come with the unit are all right. *Cobra Command* was novel but didn't excuse the price. Then I used my audio CDs. Wonderful sound and all the facilities of an expensive audio player.

'Twas then I had to film a movie. I borrowed a camcorder but had no sound unit. Mega-CD to the rescue. The connections at the back allowed me to record a clean soundtrack over the film.

I think the Mega-CD won't come into its own until games such as *Mad Dog McCree* and *Silpheed* are released and when game prices fall (no chance of that!). After all, compact discs aren't expensive to produce.
Clive Bilby, Basildon, Essex

Dear Clive
The name that sank a thousand quips. I seem to remember you were a Letter of the Month winner some months back. Appears you haven't lost your ability to chunter on, 13 to the dozen. A bloke who's never suffered from verbal constipation, methinks. Like I always say, 'Better out than in'.

Thanks for the compliments about the new mag — and that was just the first issue. There are bigger and better things to come.

I think you've knocked the nail right in the coffin as far as Steve's persona is concerned. Now I know why he's always after my blood. Fang you very much for the info.

I don't remember those Star Wars *cards. I did, however, collect Punk cards, as they were called — packs containing pics of Johnny Rotten, Sid Vicious et al, plus the tiniest piece of bubble gum imaginable, of which my mother said, 'Don't get swallowing that, it'll get wrapped round your windpipe.'*

We had a sarcy letter from the Editor of Sonic The Comic *after he read our review of it. But, as you and he said, the comic is geared for a younger market. As for the corny jokes, well, Sega liked them. No comment.*

I agree with you about the Mega-CD's potential. I don't think it's been pushed yet. The annoying thing is, we see all these apparently stunning games on the horizon, but it takes ages for them to appear in the UK.

Silpheed *looks stunning and there's news just in from American Laser Games, whose* Mad Dog McCree's *due for release in the autumn. Of their other CD products,* Who Shot Johnny Rock? *is planned for the end of the year and* Space Pirates *will be out in 1994. Aren't you glad I'm here? Your month wouldn't be the same without my words of wisdom. I'm bloody lovely. Just call me a mine of information (I'd rather call you a taxi —Ade).* **GS**

THINGS THAT MAKE YOU GO 'HMMMM...'

Girls just wanna have fun

Letter of the month

Dear Gutty
I refer to Issue 1 where you asked whether we thought console games are sexist. I'm female and I think games are great, but I'm fed up with the same pathetic storylines, ie, some girl has gone and got herself kidnapped and you, the strong, hunky male, has to rescue her.

What about a game where a female character has to rescue Arnold Schwarzenegger? Or *Streets of Rage III*, where Blaze has to rescue Axel? I'd love to see a game where a female has to rescue the incredibly sexy Sonic The Hedgehog.

Apart from *Streets of Rage* and *Street Fighter II*, which have Blaze and Chun Li, I find beat-'em-ups totally sexist. Big muscly men fighting their way to their sweethearts.

As for your 'Win a night out with Sharon Stone', well, let's just say I wasn't amused. Don't you realise you have girls reading your mag? I hope to see in your next issue, 'Win a night out with Sonic The Hedgehog'.
Fleur Handley, Swindon, Wiltshire

Dear Fleur
Ouch! I had a nagging suspicion when I wrote the Sharon Stone bit that some of our female readers could get miffed. Nevertheless, my mate Robbie from Take That says he'd be quite happy to accommodate the odd frustrated female. I ask you — Women's Lib. Jam-making, jumble sales (that's the Women's Institute, you misinformed fop —Ade).

I agree with you, Fleur. Why couldn't we have had Princess of Persia*? I think it's an image instilled from medieval times — the dashing knight on his charger, rescuing the distressed damsel.*

Attitudes are changing a little. I notice in a recent advert it's a bloke scouring the pots and pans and cleaning the kitchen cupboards. Game programmers are taking notice, too. There's Blaze and Chun Li, as you say, as well as Sonya Blade in Mortal Kombat.

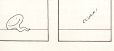
Your point stuck out a mile, that's why I've chosen you as winner of my Letter of the Month. Your SEGA FORCE MEGA T-shirt and binder will be with you soon.

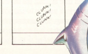
I'd like to hear from other girls. Do you think this whole console thing, magazines included, is sexist? **GS**

Now you've had a gawp at my very own debating section, what do you think? If there's something that's really put your nose out of joint, something in the console world that's really infuriated you, or maybe you've thought of a subject that'll get us head-scratching in bus queues, jot in down and send it in. Why does Loyd Grossman never actually go *through* the keyhole. He makes his entrance through doors, never keyholes. We should be told.

Drop me a line and we'll air your dirty linen in public. The address is **GUTTER SNIPE, 'THINGS THAT MAKE YA GO 'HMMMM...', SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. I await your letters with baited undergarments. Oh, I'm Extra Large, by the way.

CUTEY-POO FALLS DOWN THE STAIRS





Underwater antics

Dear Gutter Snipe
I found *Ecco: The Dolphin* a really original game. Are there any other underwater-style adventures planned for Sega machines?
Chris Morris, Sunderland

Dear Chris
Cathy Dennis has a lot to thank that bloody dolphin for. I'm not aware of any underwater games due out over the next couple of ▶

They came through the post...

Aaaaarrrggghhhh! The ultimate in tackiness *must* be folk who wear black trousers, white socks and black shoes. Don't white sock-wearers make you wanna throw?

Well, pass the sickbag, because the professional white sock brigade has landed. This cringeworthy snap of Morris dancers was sent by **Richard Flagg of East Sussex**. A few dodgy beards and dirty hankies blowing about on the concrete here, I reckon. Cheers, Rich. Your MYSTERY PRIZE will be with you shortly.

If you're entering one of our competitions, why not hunt through a box of old holiday snaps hidden in your mum's wardrobe and dig out the odd few tacky cards your parents picked up from Fuerengorola back in the Sixties? The tackier the postcard, the tackier the prize.

Anyway, have to go. Phone's ringing. Probably Worlds Apart pleading for more media exposure. Anyone'd think I was their agent. Ho-hum.



'Good job I've got me hankie, Colin, my hayfever's killing me!'

▶ *months, Chris.* Ecco: The Dolphin *is planned for the Game Gear around Christmas time.* James Pond 3 *is released in September, but old Pondy's on the moon, not tottering around in Davey Jones' Locker.*

I think the Porcupine Fish gets a bit of a raw deal, don't you?. You lot at Sega, you've had a spiky mammal, I think it's time our gilled good guys had a bash. Get to it, will you? **GS**

Ring the changes

Dear Gutter Snipe

I've just received your new mag through the post... am I impressed? Well, yes *and* no (brace yourselves, I'm going to get stroppy). What I don't like is the fact that the mag's changed *too* much.

Please bring back the following: The 'Off the Wall' section brightened up your magazine. Don't tell me it's for younger readers or art freaks. Everyone enjoys a bit of colour.

The photos of the reviewers and the snappy comments at the top of the boxes. It's obvious you're trying to gear the magazine towards an older market. That's fine, but you've come up with something a bit too similar to *Mega*, which is serious and yawnsome. I'm not against change, but the things I've listed helped make SEGA FORCE a great magazine.

I'd now like to congratulate you on the improvements (yes, there *are* some!). The introduction of the index puts the finishing touches on things. I'm a panel member, subscriber and the proud owner of every issue of SEGA FORCE (who else would be stupid enough, apart from Adrian Pitt and his granny?!).

The other major improvement is you now have six reviewers, allowing more time to play the games. With the increase in space due to the split, I hope you give blockbusting games like *Street Fighter II* and *Sonic 3* more than four-page reviews. Keep up the good work.

Jumpin' John Jessip, somewhere over the rainbow

Dear John

The first few things you mention, ie, reader art, reviewers' faces and the snappy comments, still stand in SEGA MASTER FORCE. Obviously that's no help if you don't own a Master System. If you ever get to see a copy of SEGA MASTER FORCE, you'll find it's very similar to SEGA FORCE.

However, with SEGA FORCE MEGA, we chose to go for a whole new look and this is the result. We felt it wasn't necessary to show our reviewers' mugs on reviews. The text and screenshots are the important factors, not whether Ade's had a shave or Paul's grinning like a Gheshire cat. Just in case you get a bump on the head and can't tell Ade from Tim, you'll still find the lads on the reviews contents page.

The most important elements in a review are the marks each writer's given a game. So instead of the short comments, we've highlighted each writer's overall mark at the start of their comment.

I'm sorry, but I have to say the reader artwork leant towards a younger audience. Masterpieces from older readers started to dry up. I then received complaints from readers fed up of seeing the 'Sonic kicking the crap out of Mario' routine. Initially, it was my decision to scrap the artwork. We'll see how things go.

As for bigger reviews for blockbuster games, it goes without saying. So, I won't. Ta-rah. **GS**

WISE WORDS

When holidaying near the Grand Canyon, look before you leap.

A whistling woman and a crowing hen are neither good for God nor men.

Furry tongue in morning, crap day warning.

Don't buy *Balljacks.*

Time to bid ye farewell. The answer to last month's teaser, 'What were the names of the two woolly spiders in the children's show, Paperplay', was Itsy and Bitsy. This time around, tell me what time Crackerjack used to broadcast on a Friday evening. Until next month, keep taking the tablets and scribble me the odd line if you feel up to it. Take care.

Handy hints

'You've got to help me. My favourite aunt's just been to Wales and brought me back yet another of those "smiley Welsh woman in black chimney hat" tea towels. I've already got 18 of the blighters jammed up against the back wall of our airing cupboard. How can I refuse the gift without offending her?' 'Save our sanity. A lad at work has terrible body odour. We've all walked around the office with pegs on our noses, sprayed Yves Saint Luigi's new exotic perfume, *Sprout*, in all the right corners, prayed to God that he's at least caught in a thunderstorm and gets a long overdue shower, and stood in front of him emulating fainting fits left, right and centre, but he just hasn't got the message. Any tips?'

We're all caught in what seem to be no-win situations from time to time. Thankfully, help is at hand from readers up and down the country, who know how to live life to the full and have experienced sticky situations every now and again, but — and this is the good bit — have survived to tell SEGA FORCE MEGA readers the tale.

If you've a handy hint or three you'd like to share with the nation, drop me a line at **GUTTER SNIPE, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Let's lift the lid on this month's pile of porcupine pooh...

Telephone tactics

Irritated by wrong numbers? Pretend to be the person the caller intended to phone, keep them talking, run up their phone bill, then tell them their dad's died.

Colin Higginson, Stratford-upon-Avon

Food for thought

Found yourself with left-over food after a party? Sprinkle the tasty morsels on your front garden for a savoury drive way your neighbours will admire.

Jenny Wilkes, Dudley



Dig this

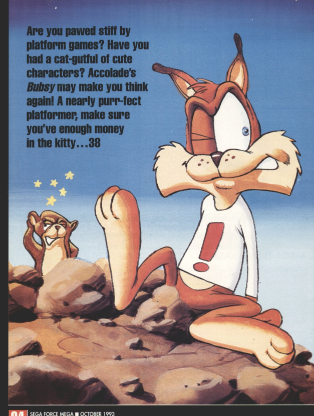
If mole hills make your back yard look like a bomb site, concrete your garden and turn it into a multi-storey car park. You'll make money and have peace of mind that the short-sighted mammals are never likely to pass their driving test.

Deborah Farnell, St Albans

The big dust-up

Take a duster, put a house brick at each end and — hey presto — a smart trampoline for your pet hamster.

Darren Johnson, County Durham


Are you pawed stiff by platform games? Have you had a cat-gutful of cute characters? Accolade's *Bubsy* may make you think again! A nearly purr-fect platformer, make sure you've enough money in the kitty...38

There's only one thing worse than not having the requisite funds for the latest Mega Drive game — and that's having only just enough but blowing the lot on a complete dud! So why risk it? Our reviews are 100% guaranteed against pointing you in the wrong direction... believe it!

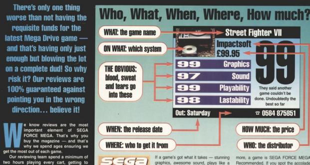
We know reviews are the most important element of SEGA FORCE MEGA. That's why you buy the magazine — and that's why we spend ages ensuring we get the most out of each game.

Our reviewing team spend a minimum of two hours playing every cart, getting to know the game inside out. We ensure each gets the best possible coverage and, more importantly, see that *you* glean all there is to know.

Our reviews contain a totally unbiased introduction — an in-depth look at the scenario, the full lowdown on the levels and details of key elements such as moves, power-ups and special stages. Then our reviewers write a critical comment — *their* thoughts on visuals, sound, how well the game plays. Is it addictive? Does the game offer value for money?

What makes these comments unique is our reviewers also include a personal overall percentage. These are reflected in the final rating. If a game's worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our no-nonsense ratings box (forget graphs, dials and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

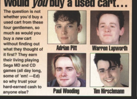
Who, What, When, Where, How much?



If a game's got what it takes — stunning graphics, awesome sound, plays like a dream and lasts longer than a commercial break — it stands a chance of claiming our award. With a mark of 90% or more, a game is SEGA FORCE MEGA Recommended. If you spot the accolade on a review page, expect a classy cart with high playability, lengthy lastability and the odd superlative feature or two.

Would *you* buy a used cart...

The question is not whether you'd buy a used cart from these four gentlemen, so much as would you buy a *new* cart without finding out what they thought of it first? They earn their living playing Sega MD and CD games (all day long, some of 'em! —Ed) so why trust your hard-earned cash to anyone else?



Games Index

reviews

CD review



Devasta

Aliens are invading Japan once more — but this time their actions are witnessed in glorious Full Motion Video, thanks to the Mega-CD. Luckily, the inventors and controllers of the Devastator robot steal a few scenes.

Japan is under siege: alien robots are plundering the islands, killing thousands of innocent civilians and using Mount Fuji as a lavatory! The mayor has called a state of emergency and the people are fleeing from the mechanical menaces. All looks to be lost.

Well, not quite, because in a small government laboratory a team of engineers have developed a weapon to combat the aliens. Code-named Devastator, this Transformer-like machine can change from a car to a plane to a robot in the blink of an eye — and it's armed to the teeth with the latest in high-tech weaponry.

The Devastator had only been up and running for a couple of hours when a distress call was intercepted. The Presidential bullet shuttle — members of Japan's royal family, the government, various scientists and strategists aboard — had been spotted by a unit of robots. If the shuttle's set upon before it escapes the city, there'll be no one to lead the resistance and Japan will become an annexe of the alien empire!

Anchors away!

Your only hope is to lead the Devastator against the alien hordes, fighting through the city and forests until you reach their home planet, where you can give them a taste of their own medicine.



The levels vary between sideways-scrolling shoot-'em-ups, where you battle the aliens' airborne forces, and scrolling platform stages where you have to find the exit — and its guardian. After each level you're rewarded with a few minutes of Manga animation to keep you up to date with the plot (if you can understand it).

As high-tech weaponry goes, your ship's up there with the best of 'em. It's equipped with an anchor-style weapon (the 'Anker') which, although limited in range, packs a mean punch.

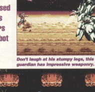
Collecting cannisters dropped by defeated foes gives a three-way rifle, double-ring laser and bombs. Crouching down activates a turbo boost, ideal for getting out of sticky situations.

Wide, short and tall

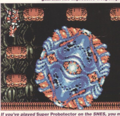
The robots come in various sizes, shapes and attitudes. Some fire salvo after salvo of missiles, others take the occasional pot-shot. The ones you really have to watch out for are the large stationary machines who drain all your energy in one go!

When you've lost your four segments of energy, you lose one of your lives (or 'stock', as Wolfteam put it). Lives are determined on the options screen and when you run out, there are a few continues to play with. If you find the going on the easy side or can't get off the first level, the difficulty setting can be changed, too.

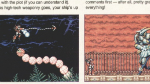
Fans of Manga and shoot-'em-ups will want to buy *Devastator* right away but we suggest you check out our comments first — after all, pretty graphics aren't everything! ■



Don't laugh at his stumpy legs, this guardian has impressive weaponry.



If you've played Super Probotector on the SNES, you may recognise this fearsome end-of-level baddy. He rolls from side to side as you hop between platforms and shoot him.



Snakes alive! Many of the critters out to trash your tin torso are nothing new — worm-like enemies are ten-a-penny.

Should you make it through the aliens' palace, you meet a massive centaur with a bad attitude problem.

TIM 76% I have mixed feelings about *Devastator*. In places the gameplay's absolutely cracking, in others it's a tad mediocre.

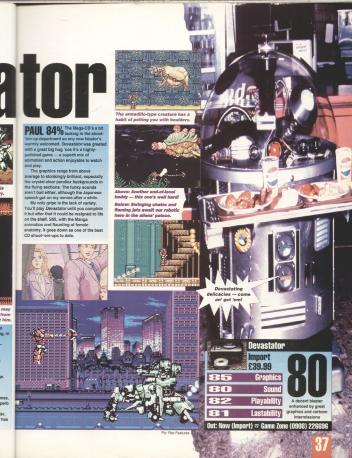
For instance, the first level seems to drag on for hours — nothing particularly exciting happens and the end-of-level guardian takes many hits before shuddering off the screen. However, some of the later shoot-'em-up antics are nothing short of brilliant.

The same goes for the graphics — there are times when they're breathtaking and others when they're merely average. The parallax scrolling's first class and the Manga-style animation between levels is cool.

The sound is okay: effects are nothing special but the speech is very life-like. I find that the sonics in many CD games, including this one, are surprisingly weak — the quality's superb but imagination's lacking.

If you're determined enough to wade through the lengthier, boring levels, you should be impressed by what *Devastator* has to offer.

ator



PAUL 84% The Mega-CD's a bit lacking in the shoot-'em-up department so any new blaster's warmly welcomed. *Devastator* was greeted with a great big hug 'cos it's a highly-polished game — a superb mix of animation and action enjoyable to watch and play.

The graphics range from above average to stonkingly brilliant, especially the crystal-clear parallax backgrounds in the flying sections. The funky sounds aren't bad either, although the Japanese speech got on my nerves after a while.

My only gripe is the lack of variety. You'll play *Devastator* until you complete it but after that it could be resigned to life on the shelf. Still, with the Manga animation and flaunting of female anatomy, it goes down as one of the best CD shoot-'em-ups to date.

The armadillo-type creature has a habit of pelting you with boulders.

Above: Another end-of-level baddy — this one's well hard!

Below: Swinging chains and flaming jets await our robotic hero in the aliens' palace.

Pic: Rex Features

Devastator	
Import	£39.99
85	Graphics
80	Sound
82	Playability
81	Lastability

80

A decent blaster enhanced by great graphics and cartoon intermissions

Out: Now (Import) ☎ Game Zone (0908) 226696

Bubsy

in Claws Encounters of the Furred Kind

Bubsy's a fleet-footed feline but also travels by roller-coaster, train, trampoline and rocket.

Rumour has it cats have nine lives — seems Bubsy's no exception. Accolade's rebel without a pause has a tough time ahead. Collecting yarnballs ain't no 'knit one, pearl one' affair when you've cheesy nibblets, giant hot dogs and mutant pianos going out of their way to hog the limelight.

Ever heard of Woolies? No, not the high street Pick 'n' Mix impresarios, the aliens from the planet Rayon who've a fetish for knitting. Bubsy the Bobcat wasn't aware Woolies existed either, until their spaceship crash-landed near his home.

Their craft ran out of fuel because the technologically-advanced high-fibre plasma engines packed up. Their only means of getting airborne is to replace the lost fibre, pronto.

You'd think bran flakes or bananas would do the trick, right? Not for the Woolies: *their* flying machine's powered by yarnballs (didn't we say 'technologically advanced'? —Ade). If the woolly ones don't find yarn fast, they won't see Rayon or their queens, Poly and Esther, ever again.

The Woolies weren't worried. They'd heard this planet's choc-full of blue-haired grannies who take to knitting when the soaps are on. However, they hadn't banked on a hip 'n' happening bobcat throwing a spanner in the works. Bubsy would rather eat his own kitty litter than surrender his yarnball collection.

Spinning a yarn

So 'tis here our 'tail' begins. As Bubsy, race around five radically different worlds of three areas each, collecting yarn and dispatching aliens. You can easily dispose of these cretins by bouncing on their heads.

In the course of running, jumping and somersaulting around like a thing possessed, you find Woolies strutting their funky thang over hill and dale, while some have a habit of standing on rooftops, guarding yarn like it's going out of fashion. Sneak up behind them and you'll scare the beggars witless; their hair stands on end and their eyes pop out on stalks.

But if they see you coming, some take a deep breath — big, bad wolf fashion — and attempt to blow you off buildings. Others bounce up and down, generally getting in the way, while the more cunning Woolies have discovered just how messy rotten eggs are and fire them from catapults when you're in range.

A selection of power-ups make life a little easier: Crates of yarn bump up your score, explosives take you to greater heights, black T-shirts make Bubsy invisible, flashing shirts scare the enemy and white ones grant extra lives, according to the number emblazoned on the front.

Wait for these crazy trains to zoom down the tracks before making a move.

Woolly bully

In a bid for the quiet life, slippers by the fire, an endless supply of cat-nip and all that jazz, Bubsy visits the fun fair to ride the roller-coaster, encounters the Woolies' wrath on a circus train and negotiates cacti, gun-totin' desert rats and sharks, of all things, in a canyon.

Wherever you are, keep an eye open for caves and special portals. More often than not, they warp you to a different section of the level, but occasionally you're teleported to a bonus stage and ride a log flume, collecting balls and power-ups as you make your descent into pools below. Falls aren't always fatal: press button [A]

Stop! Look around before you leap by holding [C] and moving the D-pad.



Kitty litter

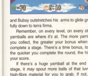


Grab this for an extra life

This shirt gives two lives

Makes Bubsy invisible

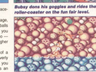
The shirt of invincibility



and Bubsy outstretches his arms to glide gracefully down to terra firma.

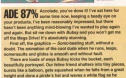
Remember, on every level, on every stage, yarnballs are where it's at. The more yarnballs you collect, the greater your bonus when you complete a stage. There's a time bonus, too — the quicker you complete the round, the higher your score.

If there's a huge yarnball at the end of a stage, it *may* spout more balls of that luvverly high-fibre material for you to grab. If not, you can bet your next can of Whiskas there's an end-of-level guardian waiting to turn you into bobcat burgers. ■



Bubsy dons his goggles and rides the roller-coaster on the fun fair level.

This is tricky. Stay on the raft until you see a platform or small island.



Bubsy can't see the wood for the trees on the third level. The birds and the bees give him trouble. Oh, and watch he doesn't get nabbed by the Special Branch.

What a cat-astrophe!



ADE 87% Accolade, you've done it! I've sat here for some time now, keeping a beady eye on your products. I've been reasonably impressed, but there hasn't been anything mind-blowing I've wanted to play again and again. But sit me down with *Bubsy* and you won't get me off the Mega Drive! It's absolutely stunning.

First off, the graphics — *Sonic*-beating stuff, without a doubt. The animation of the cool dude when he runs, leaps, somersaults and glides is smooth and without fault.

There are loads of ways Bubsy kicks the bucket, each beautifully portrayed. Our feline friend shatters into tiny pieces, bursts like a balloon, gets squashed when he falls from a great height and dons a pirate's hat and waves a white flag as he sinks underwater.

Another eye-popping visual effect takes place when Bubsy falls into a log flume. At one stage, the whole screen flips when the logs turn upside down. Well smart.

Some may find *Bubsy*'s gameplay a touch monotonous — collecting yarnballs isn't everyone's cup of tea — but there's more to it than first meets the eye. Each stage is *huge*. I was forever finding areas I hadn't seen before, secret passages I never knew existed and masses of power-ups tucked away in far-flung corners.

Don't give up on the fun fair stage. It's easy to get frustrated, because the roller coaster rails transform the level into a mini-maze. You'll find the way out if you persevere — trust me.

Sound is excellent — you'll be whistling the theme tunes in no time. There are some smashing sound FX and speech from Bubsy himself.

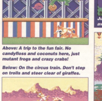
Attention, all platform freaks. Here's a classy product you just *have* to buy. Congratulations, Accolade, your best game to date, methinks.



Bubsy's full of slapstick moments — look out for that banana skin!

Above: A trip to the fun fair. No candyfloss and coconuts here, just mutant frogs and crazy crabs!

Below: On the circus train. Don't step on trolls and steer clear of giraffes.



8 out of 10 owners...





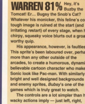
Crates of yarn help bump up your score

Burst this bubble and get loads of points

Jump on this and you're awarded a continue

A crateful of tacks — dangerous to step on





WARREN 81% Hey, it's Buzby the Tomcat! Er... Bugsy the Snob's Cat? Whatever his monicker, this feline's cool, tough image is ruined at the start (and irritating restart) of every stage, when his chirpy, squeaky voice blurts out a groan-worthy quip.

His appearance, however, is faultless. This sprite's been laboured over, perhaps more than any other outside of the arcades, to create a humorous, dynamic, believable cartoon character who makes Sonic look like Pac-man. With similarly bright and well designed backgrounds and enemy sprites, *Bubsy*'s one of the few games which is truly great to watch.

The controls are a lot simpler than his wacky actions imply — just left, right, jump and glide, the latter often saving his neck when he falls from a great height — so *Bubsy*'s very easy to get into.

There are hair-tearing moments when a life's foolishly lost, particularly as obstacles sometimes appear unexpectedly, due to the size of the graphics, but there's a generous time limit so you can take your time.

The only doubt hovering over *Bubsy* is in the lastability department (go through Ladies' Lingerie — eventually — and turn left at Small Appliances). Irritatingly tricky and maze-like sections are enough for many to switch off, vowing never to play again. If they return and conquer their problems, the passwords and otherwise straightforward levels put paid to the entire game.

Like Spielberg's *Jurassic Park* at the cinema, *Bubsy* doesn't quite live up to all the hype: it's amazing to look at but there's little substance behind it. Well worth a try, though, if only to see what the fuss is all about.

Now you see him...now you don't!



You never know what'll happen if you enter a cave: some take you back a few screens, some forwards, while others contain hidden bonus levels.



Bubsy the Bobcat

Accolade

£39.99

Score	Category
92	Graphics
83	Sound
86	Playability
79	Lastability

84

A purr-fect platform game. Stunning visuals and superb gameplay.

Out: August

☎ 081 877 0880



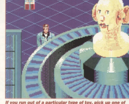




Toys



Once you've ousted the larger toys, a battalion of mini-tanks trundle in and commence attack.



If you run out of a particular type of toy, pick up one of the boxes which drop off the conveyors.

The movie *Toys* was no teddy bear's picnic. Slated by critics, it was in and out of Britain as quick as a Jack out of its box. Absolute Entertainment have the rights to the game-of-the-film, but can they inject a dose of fun into the proceedings? Or has the clockwork mechanism well and truly run down?

Morale is low at the Zevo toy factory. President Kenneth Zevo has popped his clogs and the time has come to find a successor. Next in line *should* be Zevo's son, Leslie, but in his will old Ken reckons his loved one's too immature to take the reins. Leslie needs a challenge which, when completed, will see he puts the right foot forward on the path to manhood.

That challenge comes in the form of the much-decorated army general, Leland Zevo — Kenneth's brother. This war-mongering military madman's a threat to all the principles President Zevo held dear, particularly his belief that toys should be fun and innocent.

Kenneth suspected it wouldn't be long before Leland had the factory producing deadly war weapons disguised as toys. But that's *exactly* what Ken wants to happen. A life-and-death struggle with Leland's the key to Leslie finally growing up. Fortunately, Les doesn't have to go it alone.

Toy trouble

Leland's son, Patrick, can't stand his dad and wants to see him toppled. His knowledge of camouflage and the factory's security system are invaluable to Leslie as he makes his way to the general's command centre.



Problem is, Leland's littered the factory with killer toys programmed to shoot Leslie as soon as look at him. And the trouble doesn't end there: the general watches Leslie's every move with his laser-firing security cameras.

So how best to end the nightmare? As Leslie, first battle through the three heavily-protected areas of the factory, fight off everything Leland throws at you, then take out the security cameras and go to the next level.

It'll come as a relief to hear not all toys are bad. Good toys are hidden around the factory and, when freed from their boxes, help Leslie oust General Leland's toy battalion. Your mate Patrick, camouflaged behind the scenes, helps locate good toys, which include soccer balls, fire trucks, wind-up ducks, racing cars and traffic cops.

Regular as clockwork

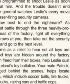
The bad toys consist of exploding elves, walking bombs, spiders, bulldozers and pogo bears. Some good toys — bowling balls, peanut guns, custard pies and water balloons — can be used as projectiles which can be thrown, rolled or fired.

On Level 1, keep an eye on conveyor belts dotted around the factory. It's here that Patrick usually deposits the good toys when no one's looking. Level 2, the Cafeteria, and Level 3, the Warehouse, follow the same format.

Gameplay changes drastically after this. You're high above the streets of Manhattan, in control of a toy aeroplane en route to General Zevo's command centre. Blast rogue flying toys and collect batteries to keep the plane aloft.

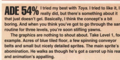
It's a long trek to General Leland's HQ, but remember, you're out to prove you're a man, not a clockwork mouse.

Power to the people





Pick up the elephant or sack icon and your power metre increases.



ADE 54% I tried my best with *Toys*. I tried to like it, I really did, but there's something about it that just doesn't gel. Basically, I think the concept's a bit boring. And when you think you've got to go through the same routine for three levels, you're soon stifling yawns.

The graphics are nothing to shout about. Take Level 1, for example. Acres of blue tiled floor, a few spinning conveyor belts and small but nicely detailed sprites. The main sprite's an abomination. He walks as though he's got a carrot up his rear and animation's appalling.

Finding which weapons kill which baddies is okay for a while, but the fun soon runs out. You've got to be prepared to give it a go *and* stick with it; it's easy to throw the joypad down and walk away. It's whether you've got the patience that counts and, quite frankly, I hadn't.

The sound's pretty poor, with an intro tune, theme for each level and spot FX for toys, ie, quacking for the clockwork duck and vroom noises for the racing car.

I'd say *Toys* is a game for the younger end of the market. Die-hard 'walk around, collect and shoot' fans won't like this. Another below average film licence.



PAUL 45% When they tie a game in with a film, most software companies pick a flick that did really well at the box office — *Jurassic Park* or *Terminator 2*, for instance.

So why has David Crane, with all his programming experience, had to convert a totally crap film to the MD? Surely it's an uphill struggle turning a poor licence into a decent game? Perhaps our David enjoys a challenge.

Sadly, I *didn't* enjoy the challenge *Toys* presents. Blocky graphics, grating sound and dull, unimaginative gameplay are just three of the features which help make this game a dud.

Shuffling around a warehouse, throwing peanuts, mechanical ducks and water balloons at wind-up jeeps and tanks, isn't my idea of fun — especially when there are three levels of it. There *is* a shoot-'em-up section, but you have to battle through the tedious parts before you get to fly your clockwork plane and collect batteries. Thrilling, eh?

David Crane's come along way since *Pitfall* for the crusty old Atari systems... but his latest venture deserves to fall into a pit and die! Avoid unless you liked the film and fancy a mediocre collect-and-shoot thing.

Fun in the factory

Discover which good toys kill which bad toys. The racing car and the bowling ball are most effective.

When the elephant's eyes are closed, squirt the security camera lens.

Leslie makes his way towards one of the security cameras.

Too early, Les! You can't shoot the camera until the tanks are grounded.

Oust the trucks with the racing cars. Forget the bombs, they reappear.

Left: Nobody could be bothered to get a shot of the flying section!

Toys	
Absolute	
£39.99	50
52	Graphics
48	Sound
58	Playability
45	Lastability

The film was poor, so's the game. Best to save your dosh and play elsewhere

Out: Now (Import) ☎ Mr Disk 021 616 1168

Pic: Rex Features



Rocket Kn

Adventures

Ever since the birth of Sonic, Sega systems have become a Mecca for cute console characters. The latest Konami hero's an occasionally airborne wallaby, battling to save his home planet from evil cyborg pigs!

Long, long ago, in a galaxy far, far away, there lived a race of rocket-packed marsupials on the peaceful planet of Elhorn, whose job was to protect their land from would-be invaders. Last Thursday, a nasty piece of work called the Black Lord tried to conquer Elhorn using a huge assault weapon called the Pig Star.

Although the Rocket Knights were grossly outnumbered, the leadership and conviction of El Zebulos motivated them to repel the invaders and capture the Pig Star.

All should have remained calm, but a rogue Rocket Knight called Axel Gear turned on his kind, killing a few important public figures before fleeing the planet to join the Black Lord and his crooked cronies.

Now trouble's a-brewin' 'cos the Black Lord and Axel are back to reclaim the Pig Star. Axel has stormed the royal castle and taken the princess hostage, forcing the keeper of the Pig Star to reveal its location.

Use the sword

Elhorn's only hope lies in the last remaining Rocket Knight, Sparkler. He has to battle through various levels of platform and shoot-'em-up action, killing everything the bad guys throw at him.

Assailants usually take the form of demented pigs, more often than not driving weird contraptions. Snout-walkers, pig tanks and pork trains (shouldn't be allowed! —Sub Ed) are just some of the machines ravaging Elhorn.

Being a Rocket Knight and Sega hero, you'd expect old Sparky to have a pretty impressive array of moves. There's nothing out of the ordinary, but what there is does the business.

The standard weapon is a magical sword which fires hoops of energy — it's the only thing

Throughout the game, Sparkler's attacked by mutant pigs in wacky vehicles.

Pic: Rex Features

ight





Elhorn's surface is a mixture of mountains and lakes. Luckily Sparkler's got his swimming proficiency badge.





In the castle Sparkster's hounded by pigs and fireballs. Jets of flame zap our hero's energy at an alarming rate

which can kill the Dark Lord so look after it! The other form of attack is a Sonic-like spin, where Sparkler curls into a ball and kills anyone he touches.

Rocket strife

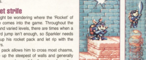
You might be wondering where the 'Rocket' of the title comes into the game. Throughout the many and varied levels, there are times when a standard jump isn't enough, so Sparkler needs to fire up his rocket pack and let rip with the thrusters.

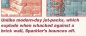
The pack allows him to cross most chasms, bounce up the steepest of walls and generally act like a superhero, all for the price of a gallon of four-star.

Sparky can perform a few more tricks, like hanging from branches by his tail and swimming with his rocket pack alight (waterproof fuel?), and you'll have to master all of these if you're going to rid Elhorn of the Dark Lord.

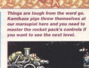
Rocket Knight Adventures has two difficulty settings, allowing five continues for Easy and only three for Difficult. Since the game's tough anyway, we suggest you grab as many continues as you can!

Wise up, Sonic, there's a new mammal in town — and he's just as heroic as you! ■

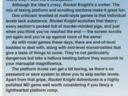




Unlike modern-day jet-packs, which explode when whacked against a brick wall, Sparkler's bounces off.



Things are tough from the word go. Kamikaze pigs throw themselves at our marsupial hero and you need to master the rocket pack's controls if you want to see the next level.



PAUL 83% I thought the Japanese were mad but this is stretching it. Not only have we got *Switch* this issue, we've also got *Rocket Knight Adventures* and its jet-packing wallaby setting up permanent residence in Weird City! Fetch me a straitjacket!

Although the idea's crazy, *Rocket Knight*'s a corker. The mix of taxing platform and scrolling sections make it great fun.

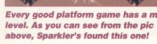
One criticism levelled at multi-style games is that individual levels lack substance. *Rocket Knight* scotches that theory: every section's packed full of murder-minded pigs, and just when you think you've reached the end — the screen scrolls yet again and you're up against more of the same!

As with most games these days, there are end-of-level baddies to deal with, along with mid-level monstrosities tbat give a taste of things to come. They're not particularly dangerous but take a helluva beating before they succumb to your marsupial magnificence.

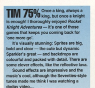
The platform levels can get a bit boring, as there's no password or save system to allow you to skip earlier levels. Apart from that gripe, *Rocket Knight Adventures* is a highly polished MD game well worth considering if you fancy a lighthearted platform romp.



Weird insect-like trains pose a problem down in the mines.



Every good platform game has a mine level. As you can see from the pic above, Sparkler's found this one!



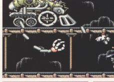
TIM 75% Once a king, always a king, but once a knight is enough! I thoroughly enjoyed *Rocket Knight Adventures* — it's one of those games that keeps you coming back for 'one more go'.

It's visually stunning: Sprites are big, bold and clear — the cute but dynamic Sparkler's great — and backdrops are colourful and packed with detail. There are some clever effects, like the reflective lava.

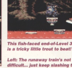
Sound effects are impressive and the music's cool, although the Seventies-style tunes made me think I was watching a dodgy video...

Gameplay's sometimes addictive; a few stages are a tad boring but the rest are damn fine. The rocket power effect is entertaining — *Rocket Knight*'s worth a few plays for this alone.

There are only two skill settings but it's a tough nut to crack. Some stages are easy but others are as tough as old leather. Other than a few gameplay gripes, *Rocket Knight Adventures* is an enjoyable cart.



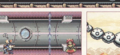
Left: The runaway train's not too difficult... just keep slashing the hands.



This fish-faced end-of-Level 3 guardian is a tricky little trout to beat!

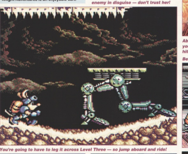


Above: The pretty princess is an enemy in disguise — don't trust her!





Above: Beware the swinging arms, and keep powering-up your jet-pack to aim for his red nose. He takes about ten hits to kill, but you're comically relieved when he dies!



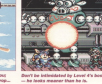
You're going to have to leg it across Level Three — so jump aboard and ride!



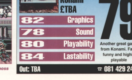
Below: We told you that princess was an imposter...



Your tail grips anything above you; swipe the bombs to make 'em drop...



Don't be intimidated by Level 4's boss — he looks meaner than he is.



Rocket Knight

Konami
£TBA

Score	Category
82	Graphics
78	Sound
80	Playability
84	Lastability

79

Another great game from Konami. Fast, funny and highly playable

Out: TBA

☎ 081 429 2446



General

WAR! The subject of many a song, and the odd album title, too (musical). WAR! The needless sacrifice of human life following an often insignificant cause (political). WAR! The main ingredient in EA's latest game (dodgy link!).

Generals Chaos and Havoc have been at each other's throats for years. They control the armies of Moronica and Viceria and they're both as mad as a hatstand! It was merely a war of words until a tragic accident brought the two nations together on the battlefield.

During a routine missile test on Moronica land (General Chaos's country), the chief co-ordinate co-ordinator was recovering from a wild stag night when he mistook all the zeros in the missile's coding for the letter 'O'!

When the missile left the silo, instead of heading for a rusty tank half-a-mile on the right, it shot straight into the stratosphere and came down in the middle of Viceria's cattle market.

Apart from killing 200 livestock and 30 cow-herders, the sheer noise of the blast unhinged the surviving beasts: they'd drop dead in the field at the faintest whisper of 'boo'! Understandably, this incensed old General Havoc and he's put his army at battle stations, ready for a scrap.

Head-to-head... to-head-to-head!

Exit storyline, stage left, enter human players, centre. It's your job to guide Chaos or Havoc to victory by fighting through various provinces until you're close enough to take on your rival's capital city at the edge of the game map.

Before you bash soldiers, decide whether you're going to fight alone or enlist the help of up to three mates. *General Chaos* is compatible with Electronic Arts' new four-player adaptor and *may* work with Sega's multi-player 'tap' thing (it's yet to be decided), opening up head-to-head and team game possibilities, increasing playability and lastability.

A Boot Camp training option stars a fear-some instructor who barks out an idiot's guide to the game, hoping you'll emerge as a keener, meaner killing machine.

When you're through the options minefield, decide which area of the map you're gonna invade first. There are 15 sectors of territory,

Blow up that safe to grab more dosh, but don't run into the barbed wire.

Pic: Rex Features

Chaos

with comical names such as Slimebog Hollow and Near the Supply Depot (most chuckle-some...), but they're not just named for laughs (good job).

If a creek or bog's mentioned, your battle-field contains water or mud, which slows you down and leaves you open to attack. On the up-side, walls, houses and tanks provide good cover.

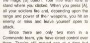


A, B, D, easy as TNT

For each sector you enter, you have the choice of three five-man teams — Assault, Brute Force and Demolition — and a Commando duo, all of whom use various combinations of machine guns, grenades, bazookas, TNT and flame-throwers.

Five-man outfits are controlled via a 'point and click' interface: select a soldier with [C], move the cursor to the desired spot and press the magic [B] button. Your little man runs to stand where you clicked. When you press [A], all your soldiers fire and, depending upon the range and power of their weapons, you hit an enemy or miss and leave yourself open to attack.

Since there are only two men in a Commando team, you have direct control over them. They're still moved one at a time but pressing [B] calls the other soldier to join ▶



To boost points, Chaos's team should bomb Havoc's water tower.

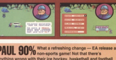


The team selection screen; each side has a selection from five weapons.

The 'C' and 'H' pointers set the position of each soldier.







The reds attack the blue's city. Gang warfare at its best!



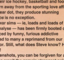


Here they are, the main men, Generals Havoc and Chaos. The latter barks out instructions at Boot Camp (below).

Down at Boot Camp







PAUL 90% What a refreshing change — EA release a non-sports game! Not that there's anything wrong with their ice hockey, basketball and football sims, but when they turn away from the sporting love affair they've had since the year dot, they produce stunning products. *General Chaos* is no exception.

The old concept of war sims — ie, loads and loads of data to wade through and analyse — has been firmly booted out of the window to be replaced by funny, furious addictive gameplay which has lead to many a reprimand from our beloved Managing Editor. Still, what does Steve know? He's a *Sensible Soccer* saddo!

Judging by the screenshots, you can be forgiven for a lack of enthusiasm. Graphics aren't the game's strongest point but they're adequate and the action doesn't slow down or become confusing when there are sprites dashing all over the screen. The sound, however, is excellent, with loads of speech samples and good use of spot effects.

All take second place to gameplay: *General Chaos* is easy to get into and hard to put down... and that's only against the MD. When you challenge human opponents it enters a league of its own — I'm tempted to say it's the best multi-player game on the Mega Drive.

No prizes for guessing I love *General Chaos* to bits. If you don't buy it, you're as mad as a hatter.

his buddy.

These controls take some getting used to — it's confusing to direct five independent sprites in the heat of battle — but a few skirmishes in Gasoline Valley should be enough to suss it.

Casualty and combat

Now you've got the basics, you feel more at ease, don't you? And you'll feel even better knowing that medics can be called to revive seriously injured soldiers.

The bad news is that they're limited in number and when you run out, weak soldiers are goners unless you earn sufficient points for another medic, *fast*. Points are awarded for injuring enemies and completing special missions which flash up on soldier selection screens.

Occasionally, two opposing soldiers meet face to face and disappear in cloud of smoke and thrashing limbs.

When the dust settles, they use punch, kick and block moves to drain each other's energy and preserve their own. Fisticuffs specialists beware: when opponents are down to their last segment of energy, they sometimes pull out a concealed pistol...

A sector's won when a team's wiped out. The victor chooses an adjacent piece of territory and battles rage until Chaos or Havoc's forces reach and conquer the other's capital.

Electronic Arts' *General Chaos* is a new breed of war game and a huge step away from the usual strategy sim. It's not the most realistic or historically-correct game of the genre but it's definitely the funniest. ■

Map attack

These guys are chomping at the bit at the start of a new piece of territory. The first shot has yet to be fired...

A two-player team game, where each player controls two commandos. Looks like the reds are taking a hammering.

The spoils of war. General Chaos prepares the battle report.

ADE 85% Electronic Arts are renowned for quality software. A lot of it's sporting games and, as you're probably aware, I'm not a sports nut. So when EA slip out of the genre, I readily sit up and take note.

General Chaos is definitely worth a look. What makes this one so classy is it's radically different to anything I've seen on the MD to date and, what's more, it plays like a dream — you'll be hooked in five minutes.

As Paul says, don't expect stunning visuals — characters are relatively tiny — but you soon forget that when you become embroiled in the chaos. It's action all the way as you blast, blast, maim and blast.

There's a terrific humour element throughout. You can't help but giggle as opponents are spiked or blown to smithereens.

Controls are easy to master: there are no fiddly menus or awkward moves so you're soon racing around, admiring the results of your handiwork. Sound is good, with a few tunes and, of course, plenty of explosion FX.

General Chaos makes *such* a change from run-of-the-mill war sims. There's nothing else like it on the Mega Drive, so if being big and macho and blowing things up is your thing, you shouldn't miss this terrific game.



In Close Combat, punch, kick and block moves come to the fore. The reds hang on by the skin of their teeth.

Havoc favours a Chucker in this battle. These guys are nifty with grenades.

General Chaos

EA
£44.99

Score	Category
78	Graphics
84	Sound
89	Playability
93	Lastability

88 A unique, addictive game, made even better by a four-player option

Out: August

☎ 0758 549442





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Rang

Why have 64 colours when you can have 128? This snazzy shooter's the first in a long line of games from Sega which utilise new programming techniques. While the graphics may be breathtaking, did the gameplay blow us away?

Question: What have a psychic girl and a huge stone column got in common? Well, apart from making an entertaining centre spread in SEGA FORCE MEGA, they're going to put the world to rights and save planet Earth from a crazed cybernoid.

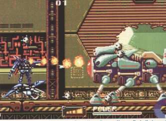
You see, this wee girlie can communicate with her column (like you do) and, any minute now, is about to discover the secrets behind a new life and the path to freedom, before weirdo features and his band of witless cohorts take over the planet.

Sadly, just 30 seconds before the young lady's hulking mass was about to expose itself, the fair maiden was kidnapped by the 'oh-so evil one' (not another one of *those* storylines? — Ade). Surprise, surprise, it's *your* job to rescue the 'oh-so stupid one' and get her and the column back to HQ to continue those planet-saving deeds.

Go-getter, jet-setter

Zut alores (that's French for 'Oh, heavens to Betsy')! You can't be expected to traverse the





One of the huge end of level guardians. Here, Ranger-X uses fireballs to oust it.

-X

great unknown without *some* sort of weapon? This wouldn't be a shoot-'em-up, otherwise (no, it'd be an 'em-up —Steve). You've a blooming great bazooka, two high-powered support vessels, a jet-pack and a suit of laser-proof armour to help you on your merry way.

Down to business. Once you've logged onto the computer system and had a butcher's at the enemy, it's time to blast, blast, bomb and blast your way through numerous alien zones and space stations. Preliminary stages are viewed from the side but later levels see the playing area scroll up and down.

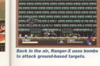
Your Numero Uno task on each stage is to destroy the primary target, then oust the guardian. Fortunately, you aren't alone in your quest: depending on the level, a bike or plane tracks your every move and is there to assist when the going gets tough.

Astride the bike, you can store special weapons, perform cunning stunts and squeeze through low passages, if you crouch on the seat. The plane *also* stores weapons, is great for ousting guardians and gives you a breather, saving jet-pack fuel.

Bombs are smart

The enemy are crafty. Some split into several parts as they fly toward you so it's useful to have a good selection of weapons, ▶

Our main man gives his jet-pack a rest and commences battle on land.



Back in the air, Ranger-X uses bombs to attack ground-based targets.



Bad guys don't just appear from the left and right, some zoom in and out of those 3D tunnels.



Crikey! Speed and skill are required against this nasty bast. Get your support vehicle to lend a hand.

Above: Deep in the caverns. The support bike follows close behind.

Left: Your squadron are out in force as you prepare for your mission.

ADE 87% So, Sega are getting clever in their old age, huh? Using a new programming routine, they've crammed a palette of 128 colours into *Ranger-X* (instead of the usual 64), and cor blimey, it works a treat.

The graphics are absolutely superb, the best I've seen in an MD shoot-'em-up. Smooth animation, scrolling and detailed sprites are a joy to behold.

Oh dear, when a game has state-of-the-art visuals, gameplay's usually as rough as a bear's ass. So, any such probs in *Ranger-X*? Thankfully — no, no, NO!

It's fast, the main man's easy to control, the difficulty setting's just right and there are enough aliens to keep any shooter fan happy. Vector graphics are used at the start of each stage, part and parcel of cut-scenes which show enemy craft and primary targets.

The programmer's haven't forgotten the importance of presentation, these mini-scenes prove that. The attention to detail on even the smallest of components made me realise I'd a classy cart plugged into my MD.

The soundtrack's fine. The music doesn't *always* suit the fast pace of the game, but it's terrific and sounds smart against a backdrop of explosions.

Fast, addictive, good looking and well presented. That just about sums up *Ranger-X* for me.



Climb aboard your aircraft support vehicle and keep an eye on your radar.



'Hello? Is there anyone at home? Mrs Jones, I've brought your Avon order...'

MD review

should the need for a quick kill arise.

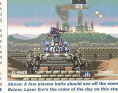
Bombs take care of ground-based robots while you deal with flying fiends. Smart bombs destroy just about everything onscreen, the flame-thrower fries bad guys at close range and Birds of Prey are homing devices, attacking enemies until they breath their last.

Keep a close eye on your fuel level. If the gauge reaches yellow, you drop to the floor and must wait for the jet-pack to recharge. If you're having problems keeping track of enemy craft, check the radar system. It highlights where major targets are, how many you're to oust before the level's end and the location of your support vehicle.

Let's just hope that when you find the distressed damsel, someone hasn't used her column for an ornamental bird bath. Now that *would* be a shame! ■



Your power and that of your adversary are shown onscreen during battle.



Above: A few plasma bolts should see off the enemy.



Below: Laser fire's the order of the day on this stage.

PAUL 85% I tend to ignore Sega shoot-'em-ups — most are unoriginal. Then again, the genre's *so* old, I suppose it's difficult to come up with anything new and startling.

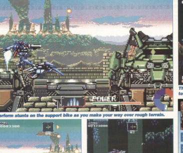
Crikey! *Ranger-X is* something special. I was hooked in seconds. The first thing that leaps out and grabs you by the throat is the immaculate presentation.

After the Sega logo flashes up, you're treated to the credits screen, a smart array of options to fiddle with and stunning opening scenes. When you start a new level, an intro's seen through Ranger-X's eyes. Brilliant!

Now you know *Ranger-X* has superior graphics, what about the gameplay? In a word — amazing. What I found interesting was you don't zoom around, inanely blasting, you have to think about *what* to shoot *and* when to shoot it.

Speed's quite impressive, with huge sprites whizzing smartly around. There are loads of baddies looking for a fight but action doesn't slow one iota when there's a huge group of them.

The variety of aliens and their attack methods makes for a difficult cart, something many Mega Drive owners have been waiting for. Couple all the above features with a stonking soundtrack and you've a brilliant game in *Ranger-X.*



Perform stunts on the support bike as you make your way over rough terrain.



The radar shows two alien ships are making their way towards you. Better go and make them a cuppa...

If your fuel level reaches yellow, walk instead of using the jet-pack.

'Look, Mum, I can fly! Errr... but can I swim? Can't quite remember...'



Ranger-X

Sega

£39.99

92	Graphics
84	Sound
87	Playability
84	Lastability

85

A visual stunner that plays like a dream. Tricky, but all the more welcome for it

Out: August

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Switch

A game which merely consists of pressing series of buttons doesn't seem a barrel of laughs, does it? Too dull and hum-drum. But *Switch* is far from boring, as our vomiting, farting reviewers discovered.

Prepare yourself for a review packed full of Japanese humour — ie, loads of farts, breasts and vomit! Those wacky Orientals have brought us another off-beat CD adventure game — and they don't come more off-beat than this.

Switch is hard to describe — it's in Japanese, for starters — but it seems that all the computers and machines in the world have become linked by an evil main terminal. Mankind will perish unless our hero, Slap, and his dog, Stick, enter the network and shut the rogue computer down, for good.

Our cute little heroes venture through a totally insane computer-generated world, activating switches (or buttons). A panel of several buttons appears for every scene and when you press one, something strange happens...

Right on the button

For instance, in one scene you're in a desert, at a nuclear test site. Press a particular switch and a huge backside appears on the horizon, then farts into the air! This isn't a game for your parents — unless they're into the Monty Python brand of humour. On every screen there are various comical situations to see, around a thousand in all, but some switches move you on a level or take you back a few levels. Press too many wrong switches and you blow up one of 30 famous monuments (totalling the Great Wall of China is a major laugh).

The gags range from the sublime to the ridiculous and back again, accounting for all kinds of tastes and all kinds of humour. It's not everybody's cup of tea — especially if you want taxing gameplay — but you could be just the person to switch things back to normal. ■

TIM 84% This is one of the most amusing games I've ever played; being a Rude Boy Razzer (a what?! —Sub Ed), *Switch* is right up my street. It consists of over a thousand visual gags, some surreal, many just toilet humour. The best joke I've seen is where poor Slap's in a picturesque snowy scene — he presses a button and the snow turns into dog pooh!

The graphics are fantastic — it looks like a Monty Python cartoon extravaganza, even including the trademark giant foot. The sound is first class. The jingles are catchy and there are oodles of amusing yelps, squeals, thuds and splats.

Switch is incredibly easy but gameplay boils down to a simple memory test. You either try to remember the correct button to move onto the next scene or choose a favourite joke. Still, *Switch*'s many, many gags give hours of fun; a must for those of a childish disposition — like myself!



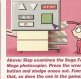
'Look Mum, it's me!' Slap makes his Mega CD debut.



Give it up, sucker! This little cap gun'll never work against THAT thing...

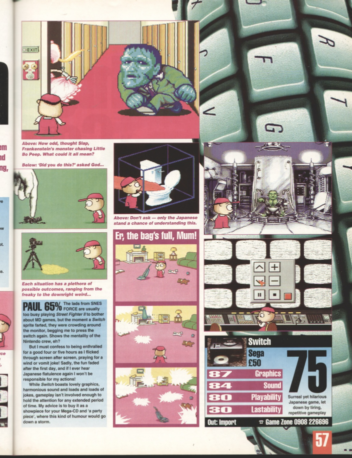
...I don't know, though — Green Jello anyone? Just grab a spoon!

What's going on here, then? Answers on a postcard, please...



Above: Slap examines the Sega Force Mega photocopier. Press the wrong button and sludge oozes out. Funny, that, so does the one in the game!





Above: How odd, thought Slap, Frankenstein's monster chasing Little Bo Peep. What could it all mean?

Below: 'Did you do this?' asked God...

Above: Don't ask — only the Japanese stand a chance of understanding this.

Each situation has a plethora of possible outcomes, ranging from the freaky to the downright weird...

Er, the bag's full, Mum!

PAUL 65% The lads from SNES FORCE are usually too busy playing *Street Fighter II* to bother about MD games, but the moment a *Switch* sprite farted, they were crowding around the monitor, begging me to press the switch again. Shows the mentality of the Nintendo crew, eh?

But I must confess to being enthralled for a good four or five hours as I flicked through screen after screen, praying for a wind or vomit joke! Sadly, the fun faded after the first day, and if I ever hear Japanese flatulence again I won't be responsible for my actions!

While *Switch* boasts lovely graphics, harmonious sound and loads and loads of jokes, gameplay isn't involved enough to hold the attention for any extended period of time. My advice is to buy it as a showpiece for your Mega-CD and 'a party piece', where this kind of humour would go down a storm.

Switch

Sega
£50

87	Graphics
84	Sound
80	Playability
30	Lastability

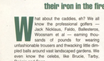
75

Surreal yet hilarious Japanese game, let down by tiring, repetitive gameplay

Out: Import ☎ Game Zone 0908 226696

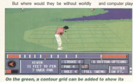
Jack Nicklaus' Power Challenge Golf

Fans of club, tee and 19th hole have a wide choice of 16-bit computer games, but the MD has just fore! golf sims. With help from the Golden Bear, Accolade put their iron in the fire.



What about the caddies, eh? We all know the professional golfers — Jack Nicklaus, Faldo, Ballesteros, Woosnam et al — earning thousands of pounds for wearing unfashionable trousers and thwacking little dimpled balls around vast landscaped gardens. We even know the celebs, like Brucie, Tarby, Ronnie and Sean.

But where would they be without worldly advice? How would they fare without a friendly ear, a strong shoulder and clubs so shiny they can see their chubby tanned faces in them?



On the green, a contour grid can be added to show its shape. However, the break indicator's often more useful.

So what about the caddies?

Like its human counterparts, the computerised caddie in *Jack Nicklaus' Power Challenge Golf* goes almost completely unrecognised and unappreciated, but then its only job's to select the best club for the distance remaining. Before it has to strain its little computerised brain, however, there's plenty to occupy *your* grey matter...

Wildly (in)accurate

The first choices are ordinary stroke play or a 'skins' match (where every hole's worth money) and number of players — one to four for stroke, two to four for skins. Any combination of human and computer players can take part, and 21 of these Club Members can save their name, gender, tee (Men's, Ladies', Pro or Championship), appearance and one of three skill settings.

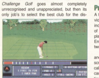
In addition, you can adjust computer players' accuracy and maximum range for each type of club. This means you can make them frighteningly good, laughably bad or a mixture of both — ie, long tee shots to the centre of the fairway, medium-length but accurate iron shots and wild putts vaguely in the direction of at least *one* of the holes.

Practice putting or a particular hole from the 54 available, extend your range and accuracy on the driving range, then tackle a real match.

Pulling a stroke

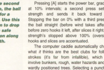
A tournament of up to five rounds involves previously-created Club Members and several independent computer players, to a maximum of 22. These and single-round games take place at Baltusrol, Sherwood Country and English Turn Golf & Country clubs, the latter two designed by Nicklaus himself.

At the tee, take into account the wind speed and strength gauge at the bottom-left of the screen when aiming the cursor; the Start button calls up a flag indicator, essential when you can't see the real thing and useful in conjunction with hole maps.





On the second stroke, the ball went for a swim. Use this screen to drop it at a safe position along its path.



Pressing [A] starts the power bar, graduated at 10% intervals; a second press sets the strength and sends it back toward zero. Stopping the bar on 0% with a third press hits the ball straight (before wind takes affect) — before zero hooks it left, after slices it right. If the strength's stopped above 100% (overswing), hooks and slices are accentuated.

The computer caddie automatically chooses what it thinks are the best clubs for following strokes (it's far from infallible), which often involve bunkers, rough, water hazards and awkwardly positioned trees. Selecting a punch shot keeps the ball low, out of branches.

TIM 47% **What a game! *Jack Nicklaus' Power Challenge Golf* really tee'd me off. To begin with, the controls are unnecessarily tricky. I spent about five minutes trying to enter my name: buttons move you onto the next option so it's all done with the D-pad and easy to accidently change previous letters. I gave up in the end so my golfer was called Xzarg — doesn't exactly roll off the tongue.**

After so many options and so much trouble, I expected something special. But no, it's the same golfing viewpoint and similar control method we've all seen before.

The graphics are just adequate, the golfer sprites themselves making up for cruddy greenery. Sound effects are good — like the 'oohs' from the crowd — but the main tune's right out of place; it sounds like a chirpy Master System platform game.

I'm afraid *Power Challenge*'s a mediocre sports sim, with nothing new to offer the armchair golfer. What a bunker!

enge f

On the green, hopefully a stroke or two below par, a plan view can be selected and a contour grid overlaid on the course. The wind gauge becomes a break indicator, showing the direction and degree of slope, which *must* be taken into account for all but the shortest putts. When the ball's within two feet of the hole, you can use a tap-in shot, but they're usually easy strokes to make manually.

When a hole's completed, the score card's shown. This screen can be accessed from the options screen at any time, along with the leaderboard, statistics, club list and Nicklaus's quote for the hole. A secondary control panel changes wind, green conditions, sound and so on, while retiring to the club house allows you to quit or save the game.

When you're not so *green* and have the controls down to a *tee*, try Advanced or Expert level, where you have to choose all the clubs yourself (caddies, who needs 'em?) — but if you're new to golf sims, you've a *fair way* to go...

At the start of a par four hole, there's no club selection worries, just swing that driver.

A wedge has got the ball on the green, but a bogey's the best that can be hoped for.

There are two basic game types, skins for money-grabbers and stroke play for traditionalists. Both cater for four players, controlled by people or MD.

WARREN 58% I've played golf games on virtually every console and computer you can think of; most look like *Jack Nicklaus' Power Challenge Golf* but move and play better. A similar game appeared on 16-bit computers a few years ago, also licensed with the Golden Bear, and Accolade haven't but *should have* significantly updated it to match today's standards.

The biggest concessions to glitz are the digitised golfer sprites. There are only four — a girly golfer, shrimp, man-mountain and Nicklaus himself (in tournaments) — and quality's not up to *Mortal Kombat* standards, but they add realism.

The courses themselves *take away* realism: fairway/rough, bunker/green borders etc are jagged and trees are extremely pixelated. Ball movement's unrealistic (eg, it sometimes bounces off at 90 degrees when it hits the ground) and the screen redraws slowly and unnecessarily — if you're only aiming a few degrees either side of centre, why do you need to see the exact viewpoint before striking the ball?

The sounds aren't bad, although a rehash of *Octopus's Garden* is an odd choice of title music. A meaty *thwack* accompanies tee shots, the invisible crowd cheer and groan every so often, and the ball gives a satisfyingly clunk when it's holed.

When you're used to the controls, which doesn't take long, *Power Challenge* is fun against human players, but the mediocre graphics and aggravating greens put paid to long-term interest.

Nicklaus's Courses

Power Challenge Golf

Accolade
£39.99

37	Graphics
52	Sound
58	Playability
49	Lastability

53

Straight down the middle — a dead-average golf sim. Try *PGA Tour II* first

Out: Now

☎ 081 877 0880

Pic: Rex Features

Sherlock Consulting Detective

Of all Mega-CD games currently available, the adventures of the deerstalker-wearing detective make best use of Full Motion Video technology. Sega are releasing another disc containing a new trio of devious cases. Will the lure of more Victorian villains tempt £50 out of your wallet?

If you were a regular SEGA FORCE reader, you'll remember how we raved about the first Sherlock Holmes CD. It introduced a new style of game and thus went down a storm, especially with Ade, who's since become an avid viewer of *The Bill*. Now Sherlock has more cases to solve, and according to his trusty sidekick, Watson, they're the toughest yet.

Presented before you are three crimes which have baffled Scotland Yard and now rest at the feet of Baker Street's Number One son. They are *The Two Lions, The Pilfered Paintings* and *The Murdered Munitions Magnate*. They're totally new cases, so don't think you can dig out your Arthur Conan Doyle books and look for the answer — your gonna have to think like a real detective to solve these crimes.

Sherlock and Watson have five sources of information from which you must extract as many facts as possible. These are selected from a desk-top style screen, where you simply click on the icon of the desired action.

More source than Heinz

First are the London newspapers. If you're short of leads or think you need to follow a new line of enquiry, give them a quick scan and you might unearth a new clue.

The second source are the Bow Street Regulars, professional gents who Holmes trusts — doctors, criminologists, journalists, forensic experts and so on. They're the people to talk to when you want hard facts to prove or disprove your theories.

You'd probably class the Baker Street Irregulars as urchins but Holmes puts great faith in London's backstreet boys, and more often than not they supply information straight from the grapevine.

The final source is the most widely used. Holmes' address book contains every name and place vital to all three cases. You'll find suspects, victims, beneficiaries — even the hotels and pubs where dirty deeds allegedly took place — and it's up to you to visit them and collate the evidence.

Clued up

To solve each crime, you must have a suspect (or suspects) and a motive. How do you get these? We suggest you put on a pair of headphones, plug them in your MD, grab a notepad and make sure you've time to spare. Although *Sherlock Holmes II* has a save option, breaking off from a case partway through loses your train of thought.

When you visit people and places, you're greeted with a sequence of film from which you must extract clues. Apply logic to them and you should keep unearthing leads.

When you think you've enough information to solve the crime, click on the gavel icon and you're transported to the court room, where you're asked multiple-choice questions. If you've done your homework, you should answer them correctly, solve the crime and get a full explanation of the felony and a score, based on how many clues you unearthed before you took the case to court.

Holmes always says you could've solved the case in about half the moves that you did. Don't you hate smart-arse detectives?

Spot the difference

As it's a sequel, you might be wondering what the differences are between this and its predecessor — apart from the cases themselves, of course.

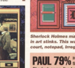
The original's biggest problem was the dialogue. You often had to replay entire scenes over and over again to make sure you'd noted all the names and snippets of information. Now each scene appears in a box with cassette player controls underneath, allowing you to fast-forward, rewind, replay and pause any scene so you can skip around each conversation.

The graphics have been enhanced. Gone are the grainy visuals that made Holmes and his mates look like Lego men, most scenes are now clear and colourful, giving that sense of realism and making you feel as Holmes did, over a hundred years ago.

'Lead on, Watson, there's work to be done — and I've got a violin lesson at three!' ■

The full motion video effects have been greatly improved in this sequel...

Holmes' Baker Street Regulars let us into their secret — bowls of All-Bran!



Sherlock Holmes may have a brilliant mind but his taste in art stinks. This wall acts as an options menu for the court, notepad, Irregulars, Times screens and so on.

PAUL 79% Hey, I get the chance to play 'teccy again! Since solving the cases in the first Sherlock game, I've been gagging for more Olde England crimes to test my powers of deduction.

The controls and options are the same as the first *Sherlock Holmes*, so if you've played it you can tear off the cellophane and get straight into the action. The addition of an editing facility is a godsend — replaying scenes over and over again because you kept missing something was the biggest flaw in the original.

Now for the moan: why is this a stand-alone game? Surely it would've been better to include a load option in the original, so new cases could be accessed from data discs? If this CD's successful, there might be a *Sherlock Holmes III* or *IV*, and if you want all the cases you're talking £180 for basically one game!

Expense aside, *Sherlock Holmes, Consulting Detective* is a quality product — great graphics and sound combine with brain-busting gameplay to stretch your intelligence to the limit. This volume's the better of the two but once you solve the cases you're unlikely to play again. And if you bought the original, do you want to spend £45–50 on effectively the same game?

kHolmes
e Volume II

WARREN 77% Mr 'Olmes is back with three more cases to confuse and befuddle Mega-CD owners. Concentrate on the killed cats then ponder the pilfered paintings and muse over the munitions magnate.

Once again, the American actors' accents are often painful to us true Brits. They begin as *Mary Poppins* Cockneys or plum-in-mouth gentry then go globe-trotting: Australian, Indian, Swedish, Mexican... all sorts of influences wander into their voices.

Luckily, the naff accents don't distract you from their words, as they're the most important part of the game. Have pen and plenty of paper handy then hang on the various characters' words, jotting down *any* facts and gossip which could be of use later.

The original volume's three cases were on a single disc but here they're spread across two — and the digitised video graphics are much the better for it. Holmes' first cases were dark, its characters barely moved and were stained with gaudy splodges.

Sherlock Holmes II is brighter and clearer, and the actors are much livelier. The VCR-like forward/reverse search and pause buttons are useful but their actions aren't as well executed as they could've been.

With great sound, superb graphics and engrossing, cleverly-designed gameplay, this is one of the better CD games... but the price is a downer. The cases are longer, more interesting and harder to solve than those of the original, so if you've the notes, *Sherlock Holmes II*'s the detective to consult.

Doctor Watson consults a hotel receptionist. Unfortunately, he's heard the old 'Mr and Mrs Smith' ploy before.

Take your case to the high court — your honour depends on a conviction!

The London Times is an excellent source of information if you're smart enough to extract fact from fiction.

Holmes and Watson visit various plush residences in the course of their work.

Pic: Rex Features

Sherlock Holmes Vol II

Sega
£49.99

78

Score	Category
85	Graphics
80	Sound
79	Playability
70	Lastability

Expensive but a great roleplaying/puzzle game. Well worth considering

Out: Now (import) ☎ Game Zone (0908) 226696

Playing Tips



Blade Stunner

Great Jungle Strike playing guide plus all the codes

You want tips? You got 'em! You want cheats? You got 'em! You want a help column, players' guides and codes? You got 'em! And if you want £100 — in cash, no questions asked, Guv — send in your tips to the address below; we can't guarantee you'll get the money, of course, but there are T-shirts on offer, too, and you could get lucky. Send your material to: PLAYING TIPS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.

If it's tips you're looking for, look no further 'cos you've just stumbled across the best section in the business. We've got loads and loads of tips and all the latest codes for your Action Replay and Game Genie carts, plus a regular Helplines section for puzzled MD and Mega-CD owners.

And talking of you Sega fans, this section wouldn't be the haven it is without all the stuff you send — so keep sending it! Remember, the sender of the best tip gets a whopping £100 voucher to spend on whatever they want.

To be in with a chance of earning a ton, jot down your cheat, stuff it in an envelope and send it to **SEGA FORCE MEGA, IMPACT MAGAZINES, Ludlow Shropshire SY8 1JW**. Mark your envelope PLAYING TIPS or poor Gut'll wonder why he's got a cheat for *Sonic 2*!

Rolling Thunder 2

Round 2: Near the second statue are two doors. Both have an extra life behind.
Round 8: At the start of the stage, go to the second step and press Up to gain a life.
Round 9: At the start, go far left and press Up for extra time.

ACTION REPLAY

SEGA FORCE MEGA adheres to many codes... but does it contain one? **Actually, we've got *loads* of 'em, for both the Game Genie and Action Replay cheat carts. This time AR-wielders shrink into tiny vehicles, beat the crud out of each other, take to skies — twice — then ride into the sunset. It's all happ'nin'...**

Jungle Strike

Code	Effect
FF6A0D0003	Infinite lives
FF10C70064	Unlimited fuel
FFBF87003C	Infinite Hydras
FFBFC70009	Infinite Hellfires
FFBF4700E8	Infinite guns

Micro Machines

Code	Effect
FFA6C70003	Infinite lives for player one
FFA6A50004	Activate Action Replay during the race tofinish first. Not to be used on bonus rounds

Muhammad Ali Heavyweight Boxing

Code	Effect
FF048F000X	Fight the same boxer (X ranges from 1–9)
FF059F000X	Choose the rank (X ranges from 1–9)

Sunset Riders

Code	Effect
FFB0990004	Infinite lives

Superman

Code	Effect
FFF83900FA	Infinite energy

DecapAttack

In the mists of time, before dinosaurs roamed the Earth, we reviewed this wacky monster platform game. It's still doing the rounds so we're lending a hand with the end-of-level scuzballs.

BOSS 1: Jump over him as he runs right. Duck his hat and punch him when he runs to the centre. Stand in front of him, jump his hat.
BOSS 2: Get the magic item and go to the end. Jump over platforms, break the statues and go to the goal.
BOSS 3: When he appears, hit his head when he fires. Dodge him. When he moves, continually hit his head.
BOSS 4: Hit the shell loadsa times and dodge the mushrooms. If you get stuck, use the fireball potion.
BOSS 5: Hit him with the punch option and dodge the rocks. If things get tricky, use the extended power punch.
BOSS 6: Only hit the ape when he lifts his arms. When he leaps, dodge the balls he spits. Use the hit tactic again.
MAXDECAP: Use fireballs, but not when he splits. Dodge his fireballs (watch out — they chase you!). If you run out of balls, use extended power punch.

Earnest Evans (CD)

Get to Stage 6 and climb the wall on the left. When you reach the top, the screen goes black. You're warped to the final boss.

You can skip to any level, too. To Pause the game, press Start, then Up, [A], Down, [B], Left, [A], [B] and Start. Execute this slowly to make it work.

Sol Feace (CD)

On the title screen, press [A], [B], [C], [A], [B], [C], [B], [C], [B], [A]. Press Start when you hear a noise. If you select Config Mode, a couple more options appear, Start and MODE.

If you go to Start, you can select a level with Left and Right. Choose MODE and the difficulty level and number of fleets can be changed.

If you press Right a few times while holding [A], Muteki appears and you're invincible. You should restart, keeping [A] pressed.

Nostalgia (CD)

Ah yes, I remember playing this one as if it were yesterday... The sun was high in a cloudless sky, Mum had cooked my favourite dinner and... Anyway, if you manage to kill the end-of-level guardian without losing any energy, you get a million points!

Musha

Other than a popular phrase Italian horesmen yell for extra speed (ho ho), *Musha*'s a middle-of-the-road shoot-'em-up. If your frog-like armour's taking a battering, pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, [C], [C], [B], [A]. Unpause for 20 continues!

Sonic 2

Another regular section — this one fast, blue, spiky and over-hyped. Each and every month, loads of letters and callers ask for *Sonic* tips. To save you the effort, we're printing *Sonic 2* cheats *every month*, so you've only to look in the latest issue.

Level-select

Go to the options screen and play soundtracks 19, 65, 09 and 17 (no need to listen to them fully). Return to the main screen (with game and option select) and press [A] and Start together. If you've done everything correctly, a level-select should appear! You can play every stage, including the plane stage and the final confrontation with Dr Robotnik.

SuperSonic

Get to the level-select screen. At the bottom there's another sound test. Play tracks 04, 01, 02 and 06 and select your level. Sonic should become the bleached-hair wonder after he collects 50 rings!

Level Designer

Enter the level-select, go to the sound test then enter the following tunes: 01, 09, 09, 02, 01, 01, 02, 04. You should hear a chime. Select the level of your choice and press [A], Start and [B] simultaneously. Press [B] to start the cheat. To change Sonic into another sprite, press [B]. Press [C] to make the change permanent.

Night Trap (CD)

Yup, it's that (sarcasm warning) 'video nasty', with gratuitous scenes of 'horrific gore' and 'sexual depravity'. I firmly believe *Night Trap* should be BANNED! And my name's Hans. Using **Mark Gould**'s guide, hop to the various rooms at the times indicated to catch those alien intruders.

0:04 Hall 1
0:25 Living Room
0:34 Bedroom
0:40 Bathroom
0:49 Bathroom
1:05 Living Room
1:22 Kitchen
1:35 Entryway
2:55 Entryway
3:10 Hall 1
3:25 Bedroom
3:30 Living Room
3:40 Hall 1
3:45 Driveway
4:10 Hall 2
4:20 Bathroom
4:36 Bedroom
4:54 Living Room
5:00 Living Room
5:30 Bedroom
5:35 Driveway
5:40 Entryway
Code change
5:52 Living Room
6:09 Hall 1
6:18 Hall 2
6:50 Hall 2
7:03 Kitchen
7:27 Bedroom
7:40 Driveway
7:50 Hall 1
8:02 Bedroom
8:10 Hall 2
8:26 Hall 1
8:38 Bedroom
9:00 Living Room
Code change
9:10 Living Room
9:20 Entryway
10:45 Hall 2
10:52 Driveway
10:56 Driveway
11:28 Hall 1
12:03 Living Room
12:35 Bathroom
13:12 Hall 1
13:35 Entryway
Code change
13:54 Living Room
Second disc
14:13 Living Room
14:39 Hall 2
15:02 Entryway
16:20 Driveway
16:35 Hall 2
16:43 Living Room
16:56 Hall 1
17:10 Bedroom
17:25 Living Room
17:36 Hall 2
17:45 Living Room
17:56 Hall 2
18:12 Driveway
18:16 Driveway
18:25 Entryway
18:32 Living Room
19:06 Hall 1
*Meggan**
19:18 Living Room
19:54 Entryway
20:10 Living Room
21:17 Bedroom
21:28 Driveway
21:43 Kitchen
21:52 Hall 2
22:10 Bedroom
22:23 Hall 1
23:05 Hall 2
23:16 Hall 1
23:32 Living Room
23:50 Driveway
24:02 Living Room
24:28 Bedroom
24:52 Bathroom
25:10 Hall 2
25:30 *The End!*

*Trap on second peak

Kid Chameleon

At the end of Blue Lake Woods II, don't touch the flag. Instead, go to the block above it and hold Down, diagonal Down and Left, with your special Use and Jump button.

To defeat the boss, collect your Cyclone Helmet by jumping on the lift. At the middle of the two metal clumps, jump up and hit the block three times for the helmet and bounce on the rubber blocks until the boss comes down. Bounce on his head until you come near the top. Jump and fly, then bounce on the rubber blocks. Repeat until you lose your helmet.

Collect a Micromax Helmet. Stick to objects until you get to the top. Jump on the bad guy's head. He takes about 20 hits. Jump to the bottom and hit the flag.

Alisia Dragoon

When the Sega logo vanishes, hold down [A] until 'Game Arts' disappears, then press [B] until 'Gainax' disappears. Next, press [C] when the message 'Music Composed By...' disappears. When the stars come out of the crystal, press Start. There'll be a sound if it's worked.

While you're playing the game press [C] on the second joypad. The screen goes black. On pad two, press these combinations to reach different levels...

[C] .... Stage 1
[B] .... Stage 2
[C] + [B] .... Stage 3
[A] .... Stage 4
[A] + [C] .... Stage 5
[A] + [B] .... Stage 6
[A], [B] + [C] .... Stage 7
Start .... Stage 8

While playing, press [A] on pad two to stop the game, then [B] to continue.

Up on pad one to maximize hit points, Left on pad one and [B] on pad two to raise the lightning level.

Right on pad one and [B] on pad two raises the monster level.

Lightning Button on pad one and [B] on pad two to power up lightning.

Monster select on pad one and [B] on pad two for immortality.

World of Illusion

Mickey Mouse and Donald Duck's first MD adventure is a graphics spectacular and highly playable — a pity it's so easy! But for new gamers who can't quite get the knack, **Dean McDonough** (my old Applied Maths teacher? —Sub Ed) from **Liverpool** has the unusual playing card level codes for both characters.

Mickey

Level 2: King of Clubs, Queen of Hearts, King of Hearts, King of Diamonds
Level 3: King of Hearts, King of Spades, King of Diamonds, Queen of Spades
Level 4: Queen of Hearts, King of Diamonds, King of Spades, King of Clubs
Level 5: King of Diamonds, King of Clubs, King of Hearts, King of Spades

Donald

Level 2: King of Spades, King of Diamonds, King of Clubs, Queen of Spades
Level 3: King of Clubs, King of Diamonds, King of Hearts, King of Spades
Level 4: Queen of Hearts, King of Diamonds, King of Hearts, King of Spades
Level 5: King of Spades, King of Hearts, King of Clubs, King of Diamonds

Mickey Mouse

When the 'Level Completed' screen appears, press Start as fast as you can until you hear a noise. You now have an extra Michael Mouse to play with!

Krusty's Fun House

Although very playable, this gets very hard very quickly, so type in the letters SMAiLLiW on the password section to open all the doors on all levels!

Saint Sword

To progress almost to the end, use the code 'xxksis'.

After Burner II

If your flights end in a hasty exit in the ejector seat, use this level-select: hold [A], [B] and [C] and press Start on the title screen. Use the pad to select a level.

Shining In The Darkness

To kill the crystals on Level 5 of the upper labyrinth, get the Earth Hammer, Shock Box, Black Box, Ogre Flute from the alchemist under special deals.

HELPLINES

It's back! After its omission from last month's Playing Tips, I've had hundreds of readers writing in, begging for the Helplines section. So here it is! If you're stuck on a game and are thinking of suicide, don't bother: the Samaritans are only a phone call away. Or you could drop me a line with your problem and let another reader help you out. Send enquiries to HELPLINES, SEGA FORCE MEGA, IMPACT MAGAZINES, Ludlow, Shropshire SY8 1JW.

Flashback

Loads of you seem to be stuck on the fourth job on Level 2 of US Gold's great adventure game. It appears you can all get to the reactor with about ten seconds to spare but can't stop the thing from blowing up! If you know what to do, drop me a line at the address above — **Ralph Anderson** from **Glasgow** and a hundred more like him will be eternally gratefull.

Super Hydlide

Quite a simple one, this. **Andrew Storr** from **Bournemouth**'s at his wit's end trying to work out what to do. Knowing Andrew, as I do, it's not like him to be baffled by your average RPG, but this one has him stumped. If you've got a copy of *Super Hydlide*, send in anything you can to the Helplines address.

Tiny Toon Adventures

Simeon Hodson from **Poole** in **Dorset** is having a spot of bother finding all the secret levels in this great platform game from Konami. If you've got the passwords for them, send 'em in!

We recognise that you're not gonna send in all your answers without some kind of lure — after all, we're all in it for the money (I'm not —Mat) — so if you reply to a Helpline query, we'll put your name into a hat. If it gets drawn out, you'll win a mystery SEGA FORCE MEGA goodie (in other words, I haven't decided yet).

GAME GENIE

It's Game Genie time again. This month we bring you codes for Sunsoft's *Batman* and both *Terminator* carts, helping you to make Sarah Connor's life a smidgen less hectic. Aren't we considerate?

BATMAN (Sunsoft)

Code	Effect
E2ETAA4C	MASTER CODE — must be entered
AKFTAA4Y	Infinite lives
AKYAAA9G	Infinite Batarangs
AKYTAA5L	Infinite rockets for the batwing
B2ATCA46	Punches, knives and guns don't hurt
AKYTAA7R	Infinite rockets for Batmobile
9TETBGD2	Use with four below
BTETAAD4	Use with above and three below
96ETAAD6	Use with two above and two below
5NETAYX8	Use with three above and below
AJETAA6A	Use with four above to meet The Joker
HEGABJVG	Skip through levels
HEGABTVG	Skip through levels faster
AKEAAA4J	Invincible and invisible (switch Game Genie off then on to become visible again)

TERMINATOR 2: The Arcade Game

Code	Effect
AE6ABE3W	Start with one credit
EY6ABE3W	Start with 25 credits
LA6ABE3W	Start with 50 credits
RY6ABE3W	Start with 75 credits
RZ8AA6V6	Invinite lives
SF4ABEXL	Start on Human Hideout
SF4ABJXL	Start on Trip To Skynet
SF4ABNXL	Start on Skynet
SF4ABTXL	Start on Cyberdyne Systems
SF4AB2XL	Start on Freeway
SF4AB6XL	Start on Steel Mill
AADTAAEL	Maximum gun power
RGJAA60C	Infinite energy
RZ8AA6X0	Infinite rockets and shotgun shells on pick-up
XGGABA30	Start with lots of rockets
XE6ABE3W	Advance to next level and infinite credits when terminated — may have weird effects, doesn't work on last level

Deadly Moves

Regular tipster **Pinky Lomas** has come up with a password that lets you fight Ranker with full speed, jump, power, defence and life! Why anyone would want to play *Deadly Moves* for any length of time is beyond me, but if you fancy giving the end-of-game boss a mauling, try out this code:
MPV XRP0 JM7
(note the zero, not the letter O)

Jungle Strike

players' guide

Electronic Arts' strategic shoot-'em-up is one of the best console game sequels *ever*. Our own Paul '297x210' Wooding takes you through the first seven campaigns and throws in all the passwords for good measure.

Campaign 1

Set in Washington DC, the first part of the mission's to protect the capital's historic monuments. This is a simple task, as long as you aim carefully before firing and hit the enemy, not the buildings.

Taking care of the car bombs is also easy, but again, keep a cool head and don't launch missiles willy-nilly — that could be a civilian vehicle you're looking at.



Next, President Clinton's returned to Washington and is being driven to the White House in a black stretch-limousine. You escort the car, scouting ahead to spot and destroy enemies before it's too late. Terrorist vans are common but keep an eye out for the U-shaped building, where a sniper lies in wait…

Hang fire on the next mission because you've got to capture a commander rather than blow him to kingdom come. He's holed up with a trigger-happy chum so shoot the relevant side of the building. Kill the man who dashes out with a bazooka and winch up the commander.

Another commander, Akbar, has to be rescued in the last stage. Launch a Hellfire at the building where he's imprisoned and shoot the sniper. Don't forget to keep your fuel topped up — it's easy to forget in the heat of battle.

Campaign 2

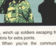
Here you control a different vehicle — a combat hovercraft — but first must save two lost Navy SEALs. There are few enemies so just be careful and you'll have no trouble.

To get the hovercraft, shoot the four soldiers who guard it. An electric barrier's lowered and you can hop in.

Don't chase opponents too eagerly, they often lead you into danger (and the loss of armour). Use missiles rather than mines when following boats.

The most hectic part of the mission is when you have to rescue a stranded pilot. All kinds of vehicles and weapons are converging on him so you'd better be ready to use yours.





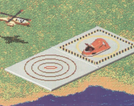
Campaign 3

Returning to the Comanche helicopter, first destroy the control towers. Blast tents as you go — some hide pick-ups not indicated on the map.

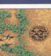
Destroy the tank depot: it doesn't seem an urgent task but means fewer tanks bother you later. If it's safe to do so, winch up soldiers escaping from the debris for extra points.

When you've the communications expert onboard, take him to the wires on the other side of the camp, where he bugs the Kilbaba Jr's phone lines. Further on, you find three wooden huts. Destroy and capture the radio operators

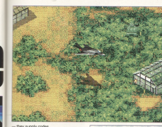












— they supply codes.

The final part of this campaign is to eliminate a nuclear reactor. Take out all ground vehicles (remember the tanks?) before tackling the building or you won't be in the air for long.



Campaign 4

At last, the jungle of the title comes into play. First destroy the look-out towers, sticking close to each in turn. Enemy units are everywhere so stick to the shortest flight path or you'll be riddled with gunfire.

When you search for hostages, be wary of seemingly inactive armoured attack vehicles — they're occupied. When you're within easy firing range, they spring 'miraculously' to life.

When you take on the helicopter fleet, fire from the rear — they won't have time to react.

Wasting the weapons plants is tricky. Be sure of every hit: if you don't hit each target first time, you're dead.

The commander is near the barracks to the south-west of the weapons factory.

Campaign 5

Puloso City's become a target for the madman. Your first mission's to waste warehouses and rescue civilians. Take out the guard towers before you fly into trouble.

Try not to hit the scientists who walk around the buildings. If you winch them up, they give intriguing information.

Next follow and blow up armoured cars leaving the city. Land at the police HQ (by the power lines) and transfer to *Jungle Strike*'s third vehicle: the Special Forces motorbike. To stop the armoured cars, use mines.

Before going for the drug baron (Kilbaba Jr's partner), equip yourself with as much armour, fuel and ammo as possible — you're gonna need it.

Campaign 6

Out of the frying pan and into the fridge! You leave the hot, humid jungle and the motorbike behind to take the 'copter to freezing wastelands.

You're immediately under attack from many assault vehicles — so at least your trigger finger doesn't have time to get cold. Destroy the outer line defences to reduce enemy firepower.

Find a group of small rocks near the middle of the map and shoot them to reveal a secret stash of warheads. Pick them up and continue.

If you make it to the power lines, don't tackle the tanks — they're almost impossible to destroy so it's a waste of time and ammo.

The secret bases are hidden in a prominent snowdrift. Shoot it to uncover them and return to base.

Campaign 7

Another new vehicle makes its appearance here: a Stealth Fighter. Again, you don't begin at the controls. First destroy the tanks and artillery units which surround the plane then land the Comanche and climb aboard.

Find the nearest bridge and wipe out the tanks guarding it before laying the structure to waste. When you encounter missile launchers, decrease altitude and circle around your target, using a Hellfire whenever its in your sights.

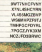
Stay low and use the circling tactic on the fuel dump then go to the pyramids where the secret nuclear missiles are held (the ancient Egyptians were even craftier than many people think).

At the end of this campaign, go back to the start and get back in your trusty Comanche helicopter. Return to base and proceed to Campaign 7.

You're on your own now. Good luck, soldier — and be careful.

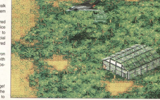






Passwords

Level	Password
Level 2	RXVWT74MYR7
Level 3	9WT7NHCFVNY
Level 4	X7NL4SHCYRN
Level 5	VL4S6MGZBVP
Level 6	WS6MHPZF9TJ
Level 7	TMHPGCFDYRL
Level 8	7PGCZJYK3XM
Level 9	NCZJFD3BRWC



Bubsy

in Claws Encounters of the Furred Kind

players' guide

Bubsy's Accolade's best game — and also their newest, which is why our first set of tips only covers the hazards of the first world. Tom 'Santa's little helper' Percival is your tour guide.



Trains come steaming out of tunnels in the mountains. It's possible to kill them (jump on them) but better to sprint down the hill and speed straight past the flip-lid and trains.

There are plenty of these cars carelessly driving around. It's possible and highly advisable to kill them. Once again, just leap onto the roof and — poff! — that's one yellow car down.

Whatever you do, don't try to kill open-top red cars or Bubsy's trapped in the vicious vehicle and driven offscreen.

These guys are pests wherever you are! When you're on the ground they drop egg-bombs, which kill on contact. And don't think you can avoid them by gliding, either, as they'll flutter in your flight path.

The only thing to do is kill them — yes, I know it's heartless, but life in the wild is like that.

These bobcats lead a hard life! Even vending machines are against Bubsy. Bubble gum containers spit their wares; avoid these missiles at all costs. Do you know how hard it is to get bubble gum out of hair? And hair is one thing bobcats have a lot of!

Nice screenshot, isn't it? I bet you want to know what it means. That's where the problem lies — we don't know.

All I can say is it involves pot plants. They plants bounce up and down and don't hurt you, but they don't help you, either. This is another Jack the Ripper case: an unsolved mystery. If you're in the know, please write in and tell us (you may win a Blue Peter badge).

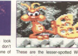
These unidentified flying objects look suspiciously like balls of yarn, but don't try to collect them or you'll lose one of Bubsy's nine lives.

To kill them, just leap into the air and land on top of them. It's best to glide-jump when evading UFOs, but why bother when it's easy to eliminate them?

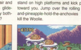
In all the best cartoons, pianos are dangerous — look at *Roger Rabbit* and *Tom & Jerry* — so it makes sense that they pose a problem in *Bubsy*. As with all other baddies, they kill on touch, so avoid — or pulverise!

This is one of many yarn-thieving varmints who are causing the trouble. These aliens often block your path and not all Woolies are content to stand still and be killed: some jump all over the place in an irritating, life-threatening manner. Jump on 'em!

Similar in attack plan to the birds, this type of Woolie hurls eggs. Jump over them, slowly edging your way to the offending Woolie. At an opportune moment, jump on their head then destroy the egg pile.



These are the lesser-spotted Woolies, commonly known as pizza-kickers. They stand on high platforms and kick pizzas toward you. Jump over the rolling ham-and-pineapple-hold-the-anchovies then kill the Woolie.



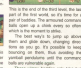




This is the end of the third level, the last part of the first world, so it's time for a pair of baddies. The armoured command balls open up a chink every so often, which is the moment to strike.

The best way's to jump up above them and glide down, changing directions as you go. It's possible to keep bouncing on them, thus avoiding the yarnball pendulums until the command balls are vulnerable again.

These wimpy baddies only take two hits each before exploding so you'll soon be on the second world.



Hurrah! You're now at the fun fair world. Enjoy yourself and be careful of the poorly-maintained roller-coaster. Sorry, but for the moment that's as far as this guide goes. Use your gaming skills to the max and grab yer yarnballs!

Rocket Knight Adventures

players' guide

Read our in-depth review yet? If you have, you'll be aware of the challenge this cart presents — saving the princess is no picnic! Luckily, help is at hand as Tom Percival and Jake Cintra take you through the first four levels of this fabulous Konami platform adventure. Take it away, lads.

LEVEL 1

1. To deal with pigs in vehicles, duck and swipe a couple of times.



2. If you're after extra points, hit the pigs when they're in nappies.

1.2

3. If you need an extra life (and who doesn't?), climb to the top-left branch and leap out.

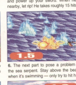
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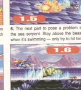
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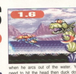
4. To defeat the first big baddy, use a rocket blast to get behind the tank (bombs don't strike you there), jump in the air and shoot the pig. After roughly nine hits, he dies.

5. You now have to defeat the baddy in his second incarnation. Stay to the right and power up your sword. When he's nearby, let rip! He takes roughly 15 hits.



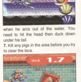
6. The next part to pose a problem is the sea serpent. Stay above the beast when it's swimming — only try to hit him





when he arcs out of the water. You need to hit the head then duck down under his tail.

7. Kill any pigs in the area before you try to clear the lava.



8. If a section seems impassable, use your rocket pack diagonally.

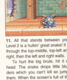


9. This bit's well tricky. The flames shoot across the screen in groups of two or three, and to cap it off, you have to stay ahead of the screen as it scrolls. It's easiest to duck the flames.

1.9



10. Here's another chance to grab a 1-Up. Simply stand under the right-hand diamond and rocket upward.



11. All that stands between you and Level 2 is a hulkin' great snake! It bursts through the top-middle, top-left and top-right, then the left and right walls.

To hurt the big brute, hit it on the head. The snake drops little blue spiders which you can't kill so jump over them. When the screen's full of them, a red spider shoots out — hit it and the





others disappear.

The beast continues its attack but now uses its tail. Do the same as before but stick to one wall to avoid the tail.

LEVEL 2

1. The first problem is the robo-pig. Stay directly under the nose, powering up your rocket and boosting up when his arms are outstretched.

2. Another 1-Up. To get this one, climb up to the top-left vine and jump out.

3. When you travel behind the waterfall, hang off the dark blue vines and keep an eye out for dark spikes.

4. When you've travelled along the vines, you meet another big enemy. This one's disposed of by firing repeatedly at the red blob on his tail. You can only hit the weak point if you're both behind (or in front) of the waterfall. Get behind the water by jumping on the platforms at the bottom of the screen.

5. You should breeze through the next part, but if you find yourself short of energy, there's a banana (for health) on the top-right platform.

6. Mine cart levels have various signs. An exclamation mark heralds a set of spikes — duck to avoid them. A cross means the track is about to end, where you need to jump to the next cart.

7. Although this bit isn't hugely tricky, it can cause many unwanted deaths. To avoid frustration, run toward the pigs when they throw their bombs in the air; the bombs will sail over your head.

8. You're already at the end of the level and this one's pretty easy. You have to annihilate a steam train, which comes at you in three passes.

The first time you see it, you're in front. It's easiest if you stand just in front of him and fire continually, but you have to jump occasionally to avoid the bursts of power it fires. Next it's above, attacking you with its hands. All you have to do is stay to the left of the screen and continually fire at them.

The final pass is in front of you. Stand close to the engine and fire away; the engine fires a multitude of bombs but stand in the right place and they all miss you.

LEVEL 3

1. The first thing you notice is the liquid which steadily rises and falls. This is both useful and deadly. You don't want to touch it but in places you need the liquid to spot hidden platforms.

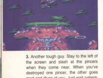
2. The next section's darned hard and requires pixel perfection to avoid spike damage. The best tactic is to boost over long stretches of spikes. ▶



Right: Not content with just compiling this guide, young work experience lad Tom Percival wanted to air his artistic talents, too. We were well impressed!

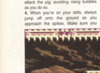
TOM PERCIVAL 1993



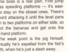
3. Another tough guy. Stay to the left of the screen and slash at the pincers when they come near. When you've destroyed one pincer, the other goes mad and dives at you. Just wait patiently and slash as soon as it moves toward you. When you've destroyed both pincers, power-up your sword and spin-attack the pig, avoiding rising bubbles as you do so.

4. When you're on your stilts, always jump off onto the ground as you approach the spikes. Make sure you return to the robotic legs before the next lava section.



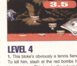
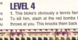
5. This boss is a real pain. First jump across speeding platforms — it's easiest to stay on the slower ones. There's no point attacking it until the level pans down to two platforms on either side, so collect the bananas and get onto the right-hand platform.

The weak point is the pig himself. Eventually he's expelled from the fish's mouth, when he's just a slash away.



LEVEL 4

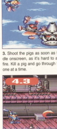
1. This bloke's obviously a tennis fiend. To kill him, slash at the red bombs he throws at you. This knocks them back to

him, and after a bit of punishment, the coward runs off.

2. Is there no end to these bad guys? This one's simple in theory but tricky in practice.

Hang by your tail and avoid the baddy. When the bombs come out of the hatch, slash them so they fly up in the air; if you time this right, the bombs hit the rotter. A couple more of these and the bounder runs off with his tail between his legs.



3. Shoot the pigs as soon as they waddle onscreen, as it's hard to avoid their fire. Kill a pig and go through the lasers one at a time.

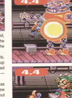


4. The hula robo-pig stomps around, causing debris to fall on you. Stick to the left of the screen and only dodge the things which come right at you.

When the screen's clear of debris, run up close to the robot, powering up your sword. He shoots out a giant red ball from a red section of his stomach — your target area.

Jump in the air and spin-attack as soon as he fires his ball. Repeat a few times and the robot's vanquished, but don't let up — you still have to dispose of the frenzied captain. He has no attack pattern and isn't hard to beat, just keep slashing.

Now you're on Level 5. Good luck — you'll need it (and all those other clichés).




Pick-ups

APPLE: Some energy's restored

GEMS: Earn bonus points

BANANA: Lots of energy's restored

1-Up: Another Sparkler Rocket Knight

POWER PACK: Unlimited flight




G FORCE
October 1993
Previewed
Star Wars
Sonic Chaos
James Pond
Wolfchild
Addams Family
Terminator 2
AND MORE!
WIN!
Cool Spot goodies galore from Virgin Games!
Up The Junction!
Weird puzzle game reviewed & slated!
Cop Out!
Two new RoboCop releases are announced!



SPOT The Difference!

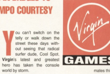
WE'VE TEN HIP 'N' TRENDY COOL SPOT BOOTY BAGS, FRISBEES, T-SHIRTS AND EXCLUSIVE PIN BADGES TO GIVE AWAY IN THIS WELL RADICAL COMPO COURTESY OF VIRGIN GAMES!

You can't switch on the telly or walk down the street these days without seeing that radical surfer dude, Cool Spot. **Virgin**'s latest and greatest hero has taken the console world by storm.

So far, only Mega Drive owners have seen the red rascal in action, but the good news is Game Gear freaks are set to trot down to the beach and join the main man as he makes his debut on the small screen before Christmas.

There's trouble brewing in Cool Spot's home town: his mates have been nabbed by the diabolical Wild Wicked Will. The rogue needs to prove to the world he's not a sad old fruitcake with a 7-Up fetish and these walking, stalking dots really do exist. As Cool Spot, it's your job to locate your nearest and dearest across eleven bubble-bustin', fizz-filled levels.

On each stage, there are a number of smaller red dots to collect before you can release a buddy from his cage. Armed with deadly fizz, zap crabs, frogs, aeroplanes, mice and false teeth, of all things, en route to Wicked Will's lair



To whet your appetite, **Virgin Games** are giving away ten incredibly stylish Cool Spot bags, each containing a Cool Spot Frisbee, T-shirt and pin badge. Just the gear for the summer. The bags are waterproof and will survive any beating you give them on the beach.

Want to be the envy of your mates this holiday? OK — listen up. Take a look at the two pics of Cool Spot below.

The pic on the left shows the good-looking guy in all his glory. However, Cool Spot on the right has been to the SEGA FORCE MEGA cosmetic surgeon. We've made FIVE changes to the pic and all you have to do to win the Cool Spot goodies is tell us what those changes are. Easy!

Write your answers on a postcard or back of a sealed-down envelope and get your entry to us by **16 September 1993**. The address is: **I'VE BIN COOL SPOTTIN' COMPO, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

Please state if you DON'T want to receive promotional material from other companies. Oh, and good luck!



News & Previews

Another massive chunk of red-hot news and goss from the world of Sega's nifty handheld. This month: up-to-date info on *Sonic Chaos, Robocod* and *Star Wars*, a sneak peek at Domark's *F1*, which went down a storm on MD last ish, Virgin's *Wolfchild* and a full review of a weird little puzzle game, *Junction*.



Metal vs metal

Those two metallic movie monsters are set to slug it out on the Game Gear this Yuletide. **Virgin Games** are producing *RoboCop vs Terminator*, based on the **Dark Horse** comic series. The game places you in the role of Officer Murphy (aka RoboCop) as he encounters hordes of Arnie skeletons and attempts to prevent the creation of the human-slaughtering Skynet computer. The game's still in early stages of production. We'll grab the first screenshots for a future issue.

Fish and quips

It's a bit like the January sales in the handheld world at present — software houses are snapping up **Electronic Arts**' games for production on 8-bit. **US Gold** are next in line with the November release of *James Pond: Robocod* on Game Gear.

In case you're unfamiliar with this suave, sophisticated dude, James is an undercover agent, employed by the intelligence agency, F.I.5.H. His latest assignment's to rid the world of a rapscallion by the name of Dr Maybe, who wants to take over the world and ruin everyone's Christmas.

You see, the doc has infiltrated Santa's toy factory in the North Pole. The toys are no longer cutesy and cuddly and, to add insult to injury, Maybe has planted bombs disguised as penguins all over the joint, set to blow in just 48 hours.

As James, don your robosuit (without it you can't survive out of water) and race around 60 rooms, bouncing on bad guys to oust them and ensuring each room's clear of penguins before you leave.

Licensed to gill

Robocod's a must for platform fanatics. The Mega Drive version went down a storm when it was released two years ago. The Game Gear version contains all the features of the 16-bit game, James scaling walls (no pun intended!) and extending his metallic body when necessary.

The humongous guardians are there, too. Remember the mutant teddy bear, jumbo car and killer snowman? There are all manner of objects to collect which help Pond's task and, as in the Mega Drive game, when some objects are collected in a certain order, cheat modes are accessed and power-ups obtained.

Ade's had a quick blast of the game and reckons it looks mighty impressive. The graphics are 16-bit quality, animation looks well smart and those humalong theme tunes that drove us all crackers the first time around have been included in the handheld version.

As the game's now just fin-ished, we'll have a full review of *James Pond: Robocod* next issue.

A spot of car trouble? Pond dodges these toothy motors.

Outside Santa's toy factory.

Paws for thought

The Mega-CD version of *Wolfchild* was a bit of a howler (63%, SEGA FORCE 19) but **Virgin Games** reckon they're not crying wolf when they claim it will convert beautifully to Game Gear. Let's see how the whole thing's shaping up...

Saul Morrow is a man with a special secret (well he would be, with a name like that! —Ade). As a guinea pig in his scientist father's experiment, Project Wolfchild, Saul's become a lycanthrope, a being with psychic powers and the ability to transform from man to wolf and back again.

Things go from bad to worse as Saul's dad is kidnapped and the rest of his family slaughtered by the fiendish Karl Draxx. Surprise, surprise, Karl's another one of



these megalomaniac-type chappies, who seeks world domination through a terrorist organisation, Chimera.

Wolf-whistling

Saul must thwart Karl's plans, oust his minions, locate the man himself and kick ass once and for all. If successful, he *should* lay his hands on his dear pa-pa and his family's death will have been avenged.

Wolfchild features 400 platform-based screens, set over five worlds. Saul's mission starts on a giant battle cruiser en route to Chimera HQ, where he suffers aerial assault after aerial assault before landing on the outskirts of a forest, choc-full of hostile plant life, giant lizards and mutant chameleons.

As Saul confronts numerous situations, he must decide how best to tackle problems, in human or man-wolf form. Power boosters and mystical flame shots are there for the taking as Saul negotiates underground temples of a long-forgotten civilisation where outsized insects and ancient man-made traps await.

Wolfchild's still under wraps, but expect a full review soon. It's out at the end of the summer but a price has yet to be announced.

Sonic Chaos

Game Gear ● Sega ● Out: December

The two-tailed fox finally comes to the GG! Known as *Sonic & Tails* in Japan, this cart brings the thrills of MD *Sonic 2* to the handheld.

Last November, the world rejoiced at the release of *Sonic 2* on all three Sega machines. Unfortunately, the joy was tempered for Game Gear owners when they realised they weren't getting an 8-bit version of the MD cart but an entirely different game. That's not to say GG *Sonic 2* was a bad game, it was a great, but fans were disappointed that Tails was only a bit-part character waiting to be rescued.

Sega are setting matters right with their *Sonic Chaos* title, tentatively scheduled for release at the end of the year. This time, GG users can play Sonic or Tails (though not both at the same time).

The game design's close to MD *Sonic 2*. There are the usual loops and springs, a spiralling loop and rocket boots, in case Sonic's not fast enough for you. Plus the spin-dash move has been added so you can blast off from a standing start.

Finally, all the excitement of 16-bit *Sonic 2* is available to you Game Gear freaks — it looks like it's been worth the wait.

Totally Cosmic, man!

Us humans are a cynical lot. Many of us doubt the existence of life on other planets. Well, G-FORCE now exclusively reveals the patter of tiny feet *can* be heard out there in the great unknown. The guy making the *most* noise is a smartly dressed, gag-telling alien called Cosmic Spacehead. His kinsfolk on the planet Linoleum have heard many stories about the big planet known as Earth, but they're not too sure it actually exists.

So they declare Cosmic the first alien tourist and send him into space, camera in hand, to take a couple of holiday snaps of this huge blue and green sphere they've read so much about.

Out of his head

The game *Cosmic Spacehead* combines arcade action with adventure elements. Cosmic investigates several bizarre locations at the three main stop-off points en route to Earth. The first is Linoleum, then there's Detroitica, a vehicle factory on a lone asteroid, and finally a weird and wacky space station.

In each play area, Cosmic interacts with other characters and manipulates objects to help him on his journey. He's controlled by a series of commands: move, look, examine, give, use etc. Travelling between each adventure play area involves completing one of 32 arcade-oriented action games, such as astro-car racing, robot attacks and asteroid fields.

Codemasters are the boffins behind Game Gear *Cosmic Spacehead* and they're planning a November release. Central Television are currently filming a Cosmic Spacehead cartoon series, to be screened in October. Both companies promise they'll capture the wild stylised visuals of 1950s cartoons, which is sure to be an unusual sight.

Luke before you leap

Luke Skywalker fans have **US Gold** to thank for the August release of Game Gear *Star Wars*. Even though the game's also due out on its close relative, the Master System, the handheld version's been specially programmed for the small screen.



The Sega game's based on NES *Star Wars* and follows the same plot. For anyone who hasn't seen the film (Ade's one of 'em), here's the story:

Princess Leia and her spies have got themselves into a spot of bother. They've stolen the plans to the Death Star, a vast, moon-like weapon fronted by none other than Darth Vader. The plans reveal a design flaw in the Death Star's design so Leia sends the plans to the Rebel Alliance (the good guys), but gets captured by Darth and the Empire (the bad guys).

Feel the Force

It's your job as hunky Luke Skywalker to rescue Leia, defeat the Dark Side of that ever-present mystical Force and blow up the Death Star. As you search the caves of Tatooine, you must locate and rescue R2-D2 from the Jawas and retrieve a light sabre from Obi-Wan Kenobi. **US Gold** have completed work on GG *Star Wars* so check G-FORCE next month for an in-depth review.

Booked for Christmas

Those luvverly peeps at Virgin Games have announced a Game Gear version of their forthcoming Mega Drive stunner, *The Jungle Book*. The 8-bit game is only 50% complete as we write but should be ready in time for Christmas. It's programmed by Dave Perry, creator of *Cool Spot* and *Global Gladiators*. More rumbles from the jungle when we get them.

The winning formula

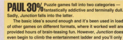
Good news! Game Gear owners can now don helmet and gloves and take part in the pant-wetting action of **Domark**'s *F1*. There are two choices of gameplay, Arcade and Grand Prix. Arcade is a foot-to-the-floor affair as you attempt to finish each lap in the fastest time, Grand Prix enters you into the Formula One season. There are eight races and you must finish in the top six to gain World Championship points.

GG *F1*'s nearing completion and heading for a mid-September release.

Junction

Screw on your thinking head and slip on your National Health glasses because a new brain teaser from Sega has hit the Game Gear. Boy, is it a tough one!





PAUL 30% Puzzle games fall into two categories — fantastically addictive and terminally dull. Sadly, *Junction* falls into the latter.

The basic idea's sound enough and it's been used in loads of other games on different formats, where it worked well and provided hours of brain-teasing fun. However, *Junction* doesn't even begin to climb the entertainment ladder and you'll only last a couple of levels before you fling your GG out of the window in frustration!

The controls are sluggish, the sound's abysmal and the puzzles too difficult and abstract to provide lasting enjoyment. The graphics are okay, but then games like these hardly stretch the GG's graphics capabilities.

Junction's a below-standard release for the quirky puzzle genre. It's been available on import for a while — hopefully it'll remain there for a long time to come.

Junction's gameplay sounds simple — deceptively simple. You're a small red ball (so plenty of life-long ambitions to be fulfilled here...) and your aim's to roll over all the scattered checkpoints of single-screen levels.

The ball runs along a track formed by several blocks, which are shifted around to form different track patterns (like the plastic sliding puzzles you used to get in your Christmas stocking, then prmptly forgot about). There's a time limit and the red sphere's constantly moving so creating a path to checkpoints, avoiding dead ends and steering clear of enemies is no easy task.

Aside from basic blocks — horizontal and vertical track sections, crossroads and curves — there are immovable gold blocks and special ones to change direction and jump platforms. Pick-ups appearing on individual blocks give extra lives, extend the time limit, decrease or increase the ball's speed and so on.

Alma's Giro?

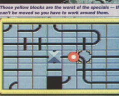
Every tenth stage cleared rewards the player with a bonus game in which they can win more balls. Three cute 'Almagiro' creatures spin around and are slowed at the press of a button. An extra ball's awarded for every 'Almagiro' left facing front.

There are 50 stages and you can select any from the options screen, along with the number of lives and three skill levels, where Easy removes enemies and Hard decreases the time limit. Be warned, though: even Easy had us gnashing our teeth. ■

Those yellow blocks are the worst of the specials — they can't be moved so you have to work around them.





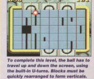


The red ball's heading straight for a pyramid. It's not sightseeing, it's used as a ramp to jump the next block.

TIM 41% Graphically, *Junction*'s pretty basic. The focal point's a measly little ball and other visuals aren't much better — only the armadillo-like 'Almagiros' have any real detail.

The gameplay's very difficult to begin with but, once you master the first few stages, the rest come a lot easier. However, as the difficulty gradually increased, I gradually lost interest; as you can appreciate, it's hard to feel motivated by a naff ball graphic.

Sorry to be so down on *Junction* but I thought console games were meant to be fun. Oh well, maybe I'm just too thick!



To complete this level, the ball has to travel up and down the screen, using the built-in U-turns. Blocks must be quickly rearranged to form verticals.



Junction
Sega
£29.99

19	Graphics
35	Sound
26	Playability
45	Lastability

36

Another variation on an ancient puzzle idea. Too tricky, not enough fun...

Out: Now ☎ Mr Disk 021 616 1168

Highly Acc

One of the biggest developers of quality Sega Mega Drive games are also busy converting stunning titles to run on the Game Gear. From beat-'em-ups to comic books, cartoon characters to movie good guys, it seems Acclaim have something for everyone...

Mortal Kombat

Moral debate aside, if you haven't been impressed by what the up-and-coming king of beat-'em-ups has to offer, you're a very cold fish indeed.

Converted from Midway's impressive coin-op, *Mortal Kombat* combines the skill and sophistication of *Street Fighter II* with fantastic digitised graphics and — of course — gore a-plenty.

Run-of-the-mill fighting games show beaten opponents fall to the ground or disappear; not so with *Mortal Kombat*, where players have the opportunity to mutilate stunned opponents in several ways, depending on the character they chose. The fearsome Scorpion burns his opponents, leaving their skeletal frame to crumple into a heap, Kano rips out their heart, whereas Sub Zero rips his opponent's head off, spinal column and all!

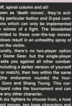


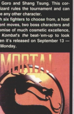
The first screenshot from the Game Gear version of **Mortal Kombat** *— remember, you saw it here first, folks!*

Known as 'death moves', they're activated by particular button and D-pad combinations which can only be implemented by the winner of a fight. The bloodshed isn't limited to these over-the-top moves: hefty blows result in an unhealthy spray of red from the victim.

Naturally, there's no two-player option on the Game Gear, but the single-player game sets you against all other combatants, including a darker version of yourself (a mirror match), then two within the same bout (the endurance rounds) the four-armed Goro and Shang Tsung. This corrupt wizard rules the tournament and can become any other character.

With six fighters to choose from, a host of violent moves, two boss characters and the promise of much cosmetic excellence, *Mortal Kombat's* the beat-'em-up to look for when it's released on September 13 — Mortal Monday.







Spider-Man and The X-Men

Game Gear owners are spoilt for choice when they want to thwart the odd evil-doer or few: *X-Men* and *The Flash* coming soon, *Superman*, two Spider-Man games... and this cart, starring both the web-slinger and **Marvel Comics**' merry mutants.

Four of the uncanny X-Men have been captured by Arcade, one of their most persistent foes. As Spider-Man, explore streets and the outer areas of Arcade's base, punching out mechanical foes and assembling parts of a key.

When the key's complete and the X-Men found, Arcade sends them to different parts of his fortress and you're given the choice of four heroes — Cyclops, Wolverine, Storm, Gambit and Spidey — who each have two levels to themselves.

Use Storm's weather-controlling powers underwater (huh?), escape a massive spiked ball as Gambit, use Wolverine's razor-sharp claws in a surreal toy room and face guest-star villains a-plenty before the showdown with Arcade himself. Teach him a lesson for charging 50p for a crumby old game of *Kung Fu Master*!

If you're finding it difficult to get radioactive spiders to bite you, can't convince secret Canadian organisations to replace your skeleton with a shiny metal one and weren't born with the ability to fire force beams from your eyes, wait for *Spider-Man and The X-Men* to arrive — it's a lot less bother and probably a lot more fun!

claimed!

The Addams Family

The spooky, ooky family made their silver screen debut many a witching moon ago but are only now appearing on 8-bit systems. The SNES (spit!) has two Addams Family carts to its name and the GG game is a combination of the two.

Gomez Addams' beloved son, the chubby, evil-eyed Pugsley, is uncharacteristically distraught — his family have disappeared. Now, if just his loathed sister had gone AWOL he'd be cheered no end, but without Mum, Dad, Uncle Fester and the rest, he feels lonely.

So off Pugsley trots to explore the mansion's rooms (levels) and rescue his folks. Weird reptiles, apes, knights and miscellaneous ooky beasts frequently block his path, but with an energetic bound, Mario-style, they're literally popped off. Big spikes, guillotines and scorching-hot flames must be avoided but sweets and candy canes gives points while love hearts restore energy.



Pictures courtesy of BSkyB



Pugs needs as much energy as possible to survive end-of-level monsters such as a giant snowman, rat and judge, but his reward for hanging on and wearing away their energy is the release of one of his loved ones — or his sister.

Judging from other versions, *The Addams Family* will be one of the most colourful, playable platform games to reach Sega's handheld. It's shaping up to be a golden autumn.



© Orion Pictures 1993

RoboCop 3

This adaptation of the yet-to-be-released movie is penciled in for a late September release. In keeping with the previous films, it's full of corruption, oppression and violence.

This time, RoboCop's out to defend the citizens of Old Detroit from the money-mad oppressors at Omni Consumer Products. As the area's unprofitable, their plan is simple — demolish it and replace it with a mass of gleaming chrome and steel to be known as Delta City.

However, rather than offering the 'undesirables' of the slum area a better alternative to their current abode, OCP's ironically-named Rehab Officers are simply evicting or — if need be — killing civilians. As fans of the films know, RoboCop doesn't just have the traditional sense of justice, it's his entire way of life, so he's taken it upon himself to protect the homeless.

And from such sorry tales do epics begin. Rather than creating a new game, **Acclaim** have taken the basic structure of **Data East**'s playable *RoboCop* arcade machine and adapted it to fit the third film's plot.

While this could be interpreted as a cop-out (ha!), *RoboCop 3*'s still looking like hot property. The coin-op's punch move has been taken out and replaced with a selection of pick-ups and flying sections have been added.

The arcade machine was known for its neat difficulty curve and manic action; let's hope the Game Gear incarnation of the second sequel has more of the same.

T2 The Arcade Game

Despite the *Terminator 2* movie's stunning special effects and excellent production, it couldn't match the gritty atmosphere of its predecessor. Nevertheless, its many action scenes and impressive liquid-metal T1000 Terminator make it great fodder for conversions — of which there are been many.

The 8-bit computers have their own *Terminator* games, the SNES a platform affair, the Mega Drive has a second *T2* cart set for release at the end of year... and now there's going to be another!

Based on the popular coin-op with its cabinet-mounted Uzi guns and fantastic digitised sprites, *T2: The Arcade Game* is a tall order for a Game Gear, but hopefully Acclaim can pull the metaphorical rabbit out of the hat.

Just how the weapon-wielding madness will work with a little joypad and small screen is a puzzle, but all the graphics will be included so *T2*'s gonna be a sprite-packed cart, if nothing else.


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Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

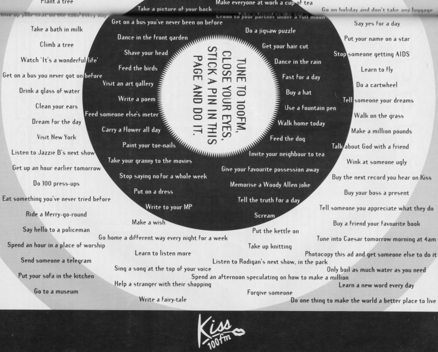
Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage


TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Plant a tree
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Take a picture of your back
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Make everyone at work a cup of tea
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Go on holiday and don't take any luggage
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm

UK Mega Drive Top Ten

#	Move	Title	Publisher
1	NE	MICRO MACHINES	Codemasters
2	NE	COOL SPOT	Virgin
3	NE	FLASHBACK	US Gold
4	▼	PGA TOUR GOLF 2	EA
5	▲	TINY TOONS	Konami
6	▼	SUPER KICK OFF	US Gold
7	▼	ECCO: THE DOLPHIN	Sega
8	NE	MUHAMMAD ALI BOXING	Virgin
9	▼	DESERT STRIKE	EA
10	▼	STREETS OF RAGE II	Sega

Virgin Games Centre



Cart Charts

If you're in the dark about the UK's best-selling Sega cartridges (it happens to the best of us), check out our Top Ten game run-down supplied by Virgin's retail outlets. The chart is current and reflects sales from every Virgin Games store and Megastore in the country. And that's not all, we're in regular contact with the States and Japan to discover what's hot over the water, west and east. And, if you're coin-op crazy, there's the arcade chart, too, just to keep you gurgling.

A big bouquet and a bottle of champagne to **Codemasters**. At long last, after their huge ding-dong with Sega, the smart racer *Micro Machines* is released and storms straight into the charts to take the Numero Uno slot. It's class, class, class all the way as **Virgin**'s well radical dude, Cool Spot, surfs into the runners-up position, firing a particular brand of soft drink in all directions. Here it is! **US Gold** have another winner with that visual stunner, *Flashback*, yet another SEGA FORCE Smash. Speaking of which, the other new entry this month received our one-time accolade: **Virgin**'s *Muhammad Ali Boxing* punches its way to number eight — it's not the greatest... yet. All other Top Ten titles are on a downward slope, apart from *Tiny Toon Adventures*, which fell last month but rises a couple of notches this time and sits happily at number five. *Super Kick Off* and *Ecco: The Dolphin* fall the farthest, *Kick Off* from one to six, *Ecco* from two to seven. *PGA 2* dips two, while *Desert Strike* and *Streets of Rage* are both on the slide, left clinging by the skin of their teeth to the bottom of the chart.

USA Charts

Not much movement in the American charts this month. Several classics that have stormed into the UK charts and dropped out again still stand firm here.

#	Title	Publisher
1	X-MEN	Sega
2	RBI BASEBALL 93	Tengen
3	COOL SPOT	Virgin
4	TONY LA RUSSA BASEBALL	EA
5	ROAD RASH 2	EA
6	FATAL FURY	Takara
7	FLASHBACK	US Gold
8	PGA TOUR GOLF 2	EA
9	HARDBALL III	Accolade
10	BULLS VS BLAZERS	EA

Japanese Charts

A starving canine takes the top slot in Japan, with beefy beat-'em-up *Final Fight CD* chasing its tail at number two. Weird and wacky *Switch* is a new entry.

#	Title	Publisher
1	PUYO PUYO	Sega
2	NIGHTSTRIKER CD	Taito
3	EX-RANZA	Sega
4	ILLUSION CITY	Microcabin
5	FATAL FURY	Sega
6	SWITCH CD	Sega
7	DEVASTATOR CD	Wolf Team
8	SONIC 2	Sega
9	ARCADE COLLECTION CD	Sega
10	J-LEAGUE SOCCER	Game Arts

Courtesy of Beep Megadrive Magazine

Arcade Charts

Capcom dominate the chart with four games, but the dinosaur hype hasn't made it to the arcades: their *Cadillacs & Dinosaurs* falls six places.

#	Title	Publisher
1	WORLD RALLY	Gaelco
2	SOCCER STRIKER	Raizing
3	CHANNEL QUESTION	Taito
4	BLOCK BLOCK	Capcom
5	THE PUNISHER	Capcom
6	STREET FIGHTER II	Capcom
7	CADS & DINOSAURS	Capcom
8	GRIND STORMER	Toaplan
9	IN THE HUNT	Irem
10	POCKET GAL DELUXE	Data East

Buyers' Guide



What is it with you lot, eh? We go to all the trouble of putting a good-looking buyers' guide together for your ease of use, delectation and delight — then you go and complain that it takes up too much room! There's just no pleasing some people, is there? Oh well, your wish is our command, so from next issue on there'll be a slimmer (but no less informative!) guide to Mega Drive games… enabling us to use the extra pages for bigger, better and even more reviews. Happy now? Good!

The people who help us are the people to help you

ACE 071 439 1185
AMS 081 201 0535
Comtazia 0384 261 698
Game Zone 0908 226 696
Killer Konsoles 0438 367 406
Krazy Konsoles 0422 342 901
Mr Disk 021 616 1168
Telegames 0533 880 445
Video Game Box 0425 616 705
Video Games Centre 0202 527 314



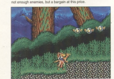
Arcade Games

Coin-op conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 93% — what could be more arcade-like than pinball?

ALISIA DRAGOON

SEGA ● £19.99 ● Tel 071 373 3000 **78%**

A magical wench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at this price.



AMERICAN GLADIATORS

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 **47%**

Compete against the Glads or some friends in six events, including The Assault, Atlasphere and Joust. Graphics, sound and events are uniformly mediocre and the package soon bores. For die-hard fans of the series.

BATMAN

SUNSOFT ● £39.99 ● Tel 010 1714 8914500 **79%**

Based on the Tim Burton movie, graphics are as dark and grim as the real thing. Platform, beat-'em-up and racing elements keep you busy but it's a bit easy.

BATMAN RETURNS

SEGA ● £49.99 ● Tel 071 373 3000 **67%**

The Bat's back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

BATMAN: REVENGE OF THE JOKER

SUNSOFT ● £39.99 ● Tel 0101 714 891 4500 **60%**

The laughing one has henchsprites everywhere but the comic version Batman has a multi-purpose Batarang. It's monotonous and *tough*. Some good graphics, though.

BATTLETOADS

TRADEWEST ● £39.99 ● Tel 0101 903 874 2683 **58%**

Pimple the Battletoad has been captured and one or two toad colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tougher! Platform fans looking for a challenge should check this out.

CLASSIC ARCADE COLLECTION

SEGA (CD) ● £42.99 ● Tel 071 373 3000 **66%**

One winner — the original *Streets Of Rage* — but *Columns* has had its day, *Revenge Of Shinobi* is middle-of-the-road and they've taken the two-player option from *Golden Axe*.

CRUEBALL

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **62%**

Motley Crüe music and aggressive metallic graphics but (or should that be 'so'?) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game...

DRAGON'S FURY

TENGEN/DOMARK ● £39.99 ● Tel 081 780 2222 **93%**

Three smooth-scrolling screens of mystical pinball 'table' are haunted by monks, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a host of bonus rooms, you'll flip over the lastability! Who would have thought console pinball could be so much fun?

DJ BOY

SEGA ● £39.99 ● Tel 071 373 3000 **32%**

As the Boy, skate and bash through levels. Graphics are drab, effects similarly basic and controls are unresponsive. Available for years on import, it's terribly old fashioned and deathly dull.

GADGET TWINS

IMAGITEC ● £39.99 ● Tel 0101 305 935 3995 **80%**

Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better baddie-bashing gadgets. Bright, cartoony graphics give the illusion of a child's game but a big challenge and superb two-player option prove otherwise.

GREENDOG

SEGA ● £39.99 ● Tel 071 373 3000 **72%**

Greendog dodges animals or stuns them with a frisbee as he searches for the Lost Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin' out with.

MAKE MY VIDEO: KRIS KROSS

SONY ● £44.99 ● TEL 0101 310 858 3777 **78%**

Not exactly arcade, but it doesn't fit *any* category. Use three video screens and effects such as strobe and slice to recreate videos requested by a radio/video show's 'listeners'. If you like the band, you'll love it, otherwise interest soon palls.

MARBLE MADNESS

ELECTRONIC ARTS ● £34.99 ● Tel 0753 549442 **77%**

Weird geometric landscapes are the home of weirder creatures, all out to stop the marble. It's a race against time — and sometimes a second player. Graphics are unusual but effective, controls and gameplay are unique. If only there were more levels...

OUTLANDER

MINDSCAPE ● £39.99 ● Tel 0444 246333 **63%**

In a post-nuclear world, hit the road... slowly, and nudge and shoot bikers. There's a neat inset screen which is used to line up a shotgun with targets but this partly causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average *Mad Max* crash 'n' bash.

PAC-MANIA

DOMARK ● £29.99 ● Tel 081 780 2222 **71%**

Pac-man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay's simplistic but highly playable, helped by a nicely-shaded Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

PAPERBOY

DOMARK ● £39.99 ● Tel 081 780 2222 **50%**

The coin-op wowed punters when it first appeared, but without the handlebars and speech, the conversion disappears into the crowd. Trundle along diagonally-scrolling streets, throwing papers into mail boxes and avoiding odd people. Graphics and sound are quite close to the coin-op but the gameplay's novelty soon wanes.

PAPERBOY II

DOMARK ● £39.99 ● Tel 081 780 2222 **55%**

More of the same, but you can choose your sex and launch papers both left and right — though this is unneccesary on individual sections. Lots of great speech provides laughs but gameplay's strictly limited.

ROLLING THUNDER 2

SEGA ● £39.99 ● Tel 071 373 3000 **79%**

Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically-animated sprites, tough but playable.

SAINT SWORD

TAITO ● £39.99 ● Tel 0101 708 520 9280 **65%**

Hack your way along levels and transform into a centaur, birdman or fishman! It's a great idea and so a pity it's been wasted. Collision detection's cruel but short, dull levels mean you won't care. Reasonable graphics, few effects.

TOXIC CRUSADERS

SEGA ● £39.99 ● Tel 071 373 3000 **61%**

Choose Toxie himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, iffy collision detection and bad control response send this to an early grave.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners, *Prince Of Persia, Another World* and *Flashback*, sport the best MD animation ever.

ALEX KIDD – ENCHANTED CASTLE

SEGA ● £19.99 ● Tel 071 373 3000 **37%**

Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earns items to help you. Bland MS-like graphics, naff scrolling, forgettable effects, poor controls and insipid gameplay.



ANOTHER WORLD

VIRGIN/DELPHINE ● £39.99 ● Tel 081 960 2255 — **91%**

An experiment gone wrong sends Lester to another world. Armed with his wits, a gun and stunning polygon animation, he tackles its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS

FLYING EDGE ● £39.99 ● Tel 0962 877788 — **91%**

Eek! The Space Mutes are plotting to take over the Earth! Only Bart Simpson knows of their plot so is out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly muzak and Bart samples polish up this engaging cartoon-like adventure.

ECCO: THE DOLPHIN

SEGA ● £39.99 ● Tel 071 373 3000 — **91%**

The dolphin's chums have been 'napped. Ecco explores, consults glyphs and uses sonar to stun opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK

US GOLD ● £39.99 ● Tel 021 625 3366 — **93%**

Conrad's travelled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbelievable. The best of its kind.

NIGHT TRAP (CD)

SONY ● £54.99 ● Tel 0101 310 858 3777 — **74%**

Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude women, though!

PRINCE OF PERSIA (CD)

BRODERBOUND ● £44.99 ● Tel N/A — **69%**

What else but save the princess? There's a good intro and a great set of authentic eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST

ELECTRONIC ARTS ● £19.99 ● Tel 071 373 3000 — **54%**

Traverse scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although fists are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **68%**

The hero, human once more, is in search of his sis. Enemies are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzle solutions are tenuous.

TIME GAL (CD)

WOLFTEAM ● £40.00 ● Tel N/A — **70%**

To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWII planes, pirates, sharks and the undead. Great fun but, like most cartoon-based CDs, sadly limited.

TOEJAM & EARL

SEGA ● £19.99 ● Tel 071 373 3000 — **90%**

Three-legged ToeJam and fat Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship while gathering 'presents' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **81%**

As an Acme detective, search for Carmen and her henchmen. An icon-driven control system's used to gather clues which lead to various locations. Digitised pics and cartoon sprites but it's the deductive gameplay that hooks.

WHERE IN TIME IS CARMEN SANDIEGO?

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 — **79%**

Use the enclosed encyclopaedia to find clues to historic times and places. A pointer system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

WONDERBOY V

SEGA ● £39.99 ● Tel 071 373 2222 — **84%**

'Boy explores Monster Land in arcade sections, slaying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

Beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body blows are king.

CYBORG JUSTICE

SEGA ● £39.99 ● Tel 071 373 3000 — **40%**

Bash mechanoids' bolts. A number of robot-rattling options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON

BALLISTIC ● £29.99 ● Tel 081 877 0880 — **39%**

Jimmy and/or Billy Lee pound through thug after thug, level after level, to rescue their favourite girl. It doesn't take them long because *DD*'s easy, not to mention outdated.

DOUBLE DRAGON II

ACCLAIM ● £39.99 ● Tel 0962 877788 — **70%**

Jimmy and brother go in search of magical gems which bring people back from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-'em.

FATAL FURY

SEGA ● £39.99 ● Tel 071 373 3000 — **79%**

From eight ugly, muscly streetfighters, one-on-one bouts are arranged, *Street Fighter II* fashion. Graphics are impressive — massive characters but minimal slowdown — and moves take time to master. The computer's a good opponent but a second player's better.

FISTS OF STEEL

SAGE'S CR. ● £44.99 ● Tel 0101 415 346 2278 — **29%**

A crusty coin-op featuring cute dwarven fighters. But their animation is pitiful (two frames per action) and FX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II

SEGA ● £19.99 ● Tel 071 373 2222 — **88%**

One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS

SEGA ● £39.99 ● Tel 071 373 3000 — **62%**

Become a Godzilla lookalike, rock creature, mutated insect or giant superhero and mangle Japanese towns while battling another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion: your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE

SEGA ● £19.99 ● Tel 071 373 3000 — **22%**

One of the first MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound, *Last Battle* is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA

SEGA ● £39.99 ● Tel 071 373 3000 — **67%**

In a post-apocalypse world, command the Mazinger-Z armour in *Golden Axe*-style levels, switching to *Street Fighter II* one-on-one at the end of each. Graphics are amazing: the massive dinosaur foot and skeleton are huge and the *SF*-like sections are superbly animated. Gameplay lacks 'oomph'.

PIT FIGHTER

DOMARK/TENGEN ● £49.99 ● Tel 081 780 2222 — **79%**

Become Buzz, Kato or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects. Pricey and crude but still exciting.

POWER ATHLETE

KANEKO ● £39.99 ● Tel 0101 708 808 1370 — **57%**

A *Street Fighter II* wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2

SEGA ● £39.99 ● Tel 071 373 3000 — **41%**

Transform into a steroid-poppin' psycho to rescue your girlfriend. A variety of horrific beasts attack; retaliate with fists, feet, and later staffs, bones and chainsaws. Unfortunately, gore is all this has to offer.



STREETS OF RAGE II

SEGA ● £44.99 ● Tel 071 373 3000 — **93%**

The best Sega beat-'em-up got better — and meaner. The four heroes — Axel, Blaze, Skate and Max — have many moves and several objects to maim the mobsters who stand between them and Mr X. A massive 16 Meg memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

TMNT: THE HYPERSTONE HEIST

KONAMI ● £39.99 ● Tel 081 429 2446 — **81%**

Konami's first MD game is nothing amazing (it *is* only the Ninja Turtles, after all) but the cartoon graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy — unless they select *Easy* mode.

WWF WRESTLEMANIA

ACCLAIM ● £39.99 ● Tel 0962 877788 — **75%**

Grappling fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jocular Undertaker. Slick presentation, big sprites and many moves put Wrestlemania in your hands.

Flight Sims

Get away from it all. Fly into the blue and above the clouds, relax… before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice, yet.

F22 INTERCEPTOR

ELECTRONIC ARTS ● £39.95 ● Tel 0753 549442 — **80%**

F22 takes the complication out of flying — you automatically refuel and don't take off/land, unless you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **91%**

An Apache also at your disposal, missions involve many vehicles, weather conditions and strike times. Impressive external views and rockets/explosions. Tests your nerve and noddle.

MIG-29

DOMARK ● £39.99 ● Tel 081 780 2222 — **84%**

Take a MiG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS

TENGEN ● £39.99 ● Tel 081 780 2222 — **62%**

Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful; missions are easy to give up on.

Platform

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the strategy of *Humans* to *Captain America*'s heroics and aquatic antics of *The Little Mermaid*.

BONANZA BROS

SEGA ● £19.99 ● Tel 071 373 2222 — **78%**

As Robo and/or Mobo, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

CAPTAIN AMERICA

DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — **80%**

Choose from four of Marvel Comics' Avengers — Iron Man, The Vision, Hawkeye and Cap — then use fists and weapons to tackle the Red Skull's thugs and super-accomplices. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.

CHAKAN

SEGA ● £39.99 ● TEL 071 371 3000 — **62%**

Doomed to eternal life until he rids Earth of supernatural evil, use Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, lukewarm gameplay.

CHIKI CHIKI BOYS

CAPCOM ● £49.99 ● TEL 0101 4087 270 4000 — **83%**

Sword-swiping Chiki Boy becomes Flying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK

VIRGIN ● £39.99 ● Tel 081 960 2255 — **88%**

Chuck's main weapon against five levels of dinosaurs is his belly-butt. He uses rocks as stepping stones and to kill baddies. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

COOL SPOT

VIRGIN GAMES ● £39.99 ● Tel 081 960 2255 — **86%**

The red dot from 7-Up cans has to rescue spotty chums. Fizz-blasts dispatch crabs, mice, frogs and birds, small spots give essential coolness. Very slick but too similar to the superior *Global Gladiators*.

DECAPATTACK

SEGA ● £39.99 ● Tel 071 373 3000 — **80%**

Become a Mummy and use its heads to free an island! One head extends from the stomach, the other's found under a rock then thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The idea and graphics are great but it's too easy.

EX-MUTANTS

SEGA ● £34.99 ● Tel 071 373 3000 — **85%**

As Ex-Mutant Ackroyd or Shannon, hack into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

THE FLINTSTONES

SEGA ● £39.99 ● Tel 071 373 3000 — **87%**

Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ledges, later travelling by car and train. Levels show imagination and humour. Great cartoon graphics and engaging action.

GALAHAD

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **77%**

Galahad's a vulnerable chap — *anyone* would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quick enough.

GLOBAL GLADIATORS

VIRGIN ● £39.99 ● Tel 081 960 2255 — **93%**

Mick and Mack love The Global Gladiators, a pair of right-on comic heroes. While sitting in a burger bar, Ronald McDonald uses his magic to transform them into said Gladiators. Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE

SEGA ● £39.99 ● Tel 071 371 3000 — **62%**

As loveable home-alone Kevin (well, would *you* take Macaulay Culkin on holiday with you?! Thought not), sledge around outdoors, invent weapons from household objects and set burglar traps. Good options and sound but gameplay's very repetitive. Original but flawed.



HUMANS

IMAGITEC ● £39.99 ● Tel 010 305 935 3995 — **83%**

Using different implements and types of caveman, traverse from platform to platform till the end of the level where a new invention awaits. Sounds simple but *Humans* is a unique brain-bending platform game.

INDIANA JONES AND THE LAST CRUSADE

US GOLD ● £39.99 ● Tel 021 625 3366 **83%**

As punching, whipping, leaping Indy, work your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (ditto) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a sizeable challenge.

JAMES BOND: THE DUEL

DOMARK ● £39.99 ● Tel 081 780 2222 **80%**

One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, nice sounds, realistic animation and four tough levels make Bond's mission a success.

JAMES POND II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **86%**

As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms. Superlative graphics, sound and gameplay.

JEWEL MASTER

SEGA ● £34.99 ● Tel 071 373 2222 **74%**

To free Mythgard from Jardine the Mad, use magic rings separately or combined for offence and defence. Backgrounds, sprites and sounds are all dull. Dumb assailants and samey gameplay. A wasted concept.

KID CHAMELEON

SEGA ● £39.99 ● Tel 071 373 2222 **82%**

Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers. Kid's sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID

SEGA ● £34.99 ● Tel 071 373 3000 **78%**

Play music to scare away sea creatures as you search for merpeople. When things get tough, call a fishy friend for help! Great graphics and soothing music set the Disney atmosphere. Best for younger players.

QUACKSHOT

SEGA ● £39.99 ● Tel 071 373 3000 **91%**

Donald's on a globe-trotting treasure hunt and hops along platforms, 'plungering' enemies before plundering the goodies. Superb sprites and animation; this near-classic has enough depth for all the family.

RISKY WOODS

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **74%**

As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a tiring onslaught of enemies is irritating. 'Kill or cure' pick-ups don't help.

ROLO TO THE RESCUE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549 442 **93%**

The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from McSmiley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own buntime.

SONIC 2

SEGA ● £39.99 ● Tel 071 373 3000 **95%**

A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube; technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II

US GOLD ● £39.99 ● TEL 021 625 3366 **83%**

With a laser sword and spider-like abilities, acrobatic Strider takes on impressive robotic adversaries on the way to the evil Master's lair. Great speech, tough levels but versatile controls.

TALESPIN

SEGA ● £34.99 ● Tel 071 373 3000 **68%**

Baloo and little bear pal Kit are really crate! They've gotta find ten on each level and fire balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don't save it.

TAZ-MANIA

SEGA ● £39.99 ● Tel 071 373 3000 **89%**

Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, spins, growls and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it's a touch easy, its originality and character make it a classic.

TINY TOON ADVENTURES

KONAMI ● £39.99 ● Tel 081 429 2446 **91%**

Buster Bunny and his wacky companions star in an ultra-slick mixture of *Sonic* and *Super Mario World*. It's as fast as it is addictive; you're hooked as soon as you start. One of the best.

TOKI

SEGA ● £19.99 ● Tel 071 373 2222 **73%**

Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it's easy to get into, it gets repetitive.

WONDERDOG (CD)

CORE DESIGN ● £44.99 ● Tel 0332 297797 **89%**

WonderDog races through seven levels, throwing stars at odd animals. Wings, happy pills and bones are collected and secret levels found. Superb sprites and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION

SEGA ● £39.99 ● Tel 071 371 3000 **91%**

Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability.

Puzzle Games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitised video and Krusty's winning cartoon sprites!

CLUE

SCULPTURED SOFTWARE ● £39.99 ● Tel N/A **54%**

'It was Professor Plum, with the candlestick, in the study.' Amusing graphic interludes and a variety of remarkably fitting tunes but you can't beat the real board game.

GREAT WALDO SEARCH

THQ ● £39.99 ● Tel 0101 818 591 1615 **25%**

Magnifying glass icon at the ready, search for scrolls and bonuses then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, *Waldo*'s horribly simple.

JEOPARDY

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 **40%**

Well presented but questions soon repeat and have an American bias. Answers have to be entered letter by letter and spelling errors aren't excused; computer players aren't afflicted. Jolly music, though.

KRUSTY'S SUPER FUN HOUSE

FLYING EDGE ● £39.99 ● Tel 0962 877788 **93%**

Position blocks, tube sections, fans and springs to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find.

LEMMINGS

SEGA/SUNSOFT ● £39.99 ● Tel 071 373 3000 **81%**

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

SHERLOCK HOLMES (CD)

ICOM/SLEUTH ● £44.99 ● Tel N/A **86%**

Consult suspects and colleagues, travelling around Olde London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and humour.

WHEEL OF FORTUNE

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 **62%**

A tiled wall hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it's in the phrase, the letter's revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay…

Racers

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

SUPER MONACO GRAND PRIX 2

SEGA ● £34.99 ● Tel 071 373 3000 **88%**

The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

CHAMPIONSHIP PRO-AM

T RADEWEST ● £39.99 ● Tel 0101 903 874 2683 **70%**

An angled aerial view scrolls to track remote control-style trucks. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

FERRARI GRAND PRIX

FLYING EDGE ● £39.99 ● Tel 0962 877788 **61%**

Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series... This has plenty of features but the game itself is plain and too unforgiving.

HARD DRIVIN'

TENGEN ● £34.99 ● Tel 081 780 2222 **68%**

Fast 3D graphics portray the wild tracks, cars and trucks in this accurate coin-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

JAGUAR XJ220 (CD)

CORE DESIGN ● £39.99 ● Tel N/A **65%**

A split-screen display accomodates two players, if desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective's questionable — as is playability.

LOTUS TURBO CHALLENGE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **81%**

A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer...

MICRO MACHINES

CODEMASTERS ● £39.99 ● Tel 0926 814132 **90%**

Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make *MM* one of the most playable racers.

OUTRUN

SEGA ● £19.99 ● Tel 071 373 2222 **55%**

Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

OUTRUN 2019

SEGA ● £37.99 ● Tel 071 373 3000 **51%**

It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

ROAD BLASTERS FX (CD)

WOLFTEAM ● £39.99 ● Tel N/A **81%**

You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cutaway action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

ROAD RASH II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **86%**

If you were born to be wild, head out on the highway astride a high-tech cycle, clubs and chains at the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

SUPER HANG-ON

SEGA ● £19.99 ● Tel 071 373 3000 **79%**

The age-old aim: reach checkpoints in time. The road scrolls quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but at this price who's complaining?

SUPER OFF-ROAD

BALLISTIC ● £29.99 ● Tel 081 877 0880 **68%**

Drive small but perfectly formed 4x4 trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help



TEST DRIVE II: THE DUEL

BALLISTIC ● £39.99 ● Tel 081 877 0880 **65%**

A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusti's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

RPGs

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards — and Virgin's high-tech *Corporation* gets 91%!

ADVENTURES OF WILLY BEAMISH

DYNAMIX (CD) ● £39.99 ● Tel 0734 303322 **58%**

As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

BUCK ROGERS

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 **82%**

Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

CADASH

TAITO ● £32.99 ● Tel 0101 708 520 9280 **60%**

Become a fighter or mage and go a-roving! Pretty slowly, mind you, and you'll be hard-pushed to find the roleplaying elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

CORPORATION

VIRGIN ● £39.99 ● Tel 081 960 2255 **91%**

It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

HOLLOW WORLD

SEGA ● £59.99 ● Tel 071 373 3000 **67%**

Scour the newly-formed Hollow World for threats. Villagers are nattered to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

RINGS OF POWER

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 **85%**

Travel on foot and by Dino, Landbeast and boats to find the Rod Of Creation. Slick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.

SHINING IN THE DARKNESS

SEGA ● £34.99 ● Tel 071 373 3000 — **89%**

The duff storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. One of the best Sega RPGs.

SUPER HYDLIDE

SEGA ● £19.99 ● Tel 071 373 3000 — **47%**

Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. RPG afficionados will find enough to stay occupied but there are better on the market.

Shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans.

AFTERBURNER III (CD)

CRI/SEGA ● £39.99 ●Tel 071 373 3000 — **63%**

A CD sequel to the coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3

ACCLAIM ● £39.99 ● Tel 0962 877788 — **92%**

Part exploration, part shoot-'em-up, slaphead Ripley's got her work cut out for her. Aliens are on the prison planet she's crash-landed on and have taken several prisoners, er, prisoner. Ripley has to rescue them before chest-bursters make it a moot point but Aliens are everywhere. Grisly graphics and superlative sounds set the scene for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC RUNNER

DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — **66%**

Detailed, original backgrounds mix ancient artefacts with technology. But great graphics do not a game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE

SEGA ● £39.99 ● Tel 071 373 3000 — **82%**

Aside from its toughness, it's the unusual creepy-crawly enemies (hence the 'bio') which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

DEATH DUEL

RAZORSOFT ● £39.99 ●TEL 0101 405 843 3505 — **30%**

Great pics between levels but graphics are otherwise childish in this cursor-controlled shooter. Duff FX, restrictive controls and boring gameplay. Taking potshots at cowardly monsters ain't fun...

DESERT STRIKE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **92%**

Pilot an Apache 'copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, armour and fuel is as important as the shooting and leads to numous worrying moments. The missions are well put together; superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

EMPIRE OF STEEL

FLYING EDGE ● £39.99 ● Tel 0962 877788 — **72%**

You're set against Motorhead — blast seven shades of **** out of Lemmy! Om, sorry, you set against the Motorhead *Empire*. Well shaded parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites... A pity it's so easy!

FINAL ZONE

RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — **73%**

As Howie Bowie (sic), climb into a powersuit and stomp through seven war zones. Controls are a pain and plenty of wandering and repetition is required. Dull backdrops, good sprites but there's often slowdown. Missed potential.

FIRE SHARK

SEGA ● £19.99 ● Tel 071 373 3000 — **62%**

Strange: you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot — a four-way laser! Scrolling's smooth but backgrounds are similar, sounds are irritating and it's too easy and unexciting.

GALAXY FORCE 2

SEGA ● £19.99 ● Tel 071 373 3000 — **42%**

Once, it was an impressive, expensive coin-op, with flashy hydraulics and 3D. Now it's a cheap and pretty nasty cart. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER

NCS ● £39.99 ● Tel N/A — **79%**

On paper it's a standard scrolling shooter — power-ups, end-of-level craft etc — the only difference being a selectable permanent add-on. Good use of colour, infinite continues and a *hard* Hard setting. A good, slick blast.

G-LOC

SEGA ● £39.99 ● Tel 071 373 3000 — **75%**

Don't expect anything as flash as the coin-op, but as a straight-laced shoot-'em-up, *G-LOC*'s entertaining. A fast, smooth blast with sampled voices, realistic effects and presentation pics.

GYNOUG

SEGA ● £19.99 ● Tel 071 373 3000 — **81%**

A graphic treat: smooth, parallax-scrolling backgrounds, dazzling ripple effects, big, well animated enemies and no slowdown. The sounds aren't bad and the six levels will keep you playing.

HELLFIRE

SEGA ● £34.99 ● Tel 071 373 3000 — **92%**

A galaxy-saving mission, various power-ups and end-of-level motherships. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unputdownable way.

JUNGLE STRIKE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **94%**

The sequel to *Desert Strike* is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter, combat hovercraft, Stealth fighter and Special Forces motorbike to stop a madman. Campaigns take place not only in jungles but in Washington and deserts (deja vu!). The graphics and sound are staggeringly realistic and the missions are all challenging and fun. Superb stuff.

MERCS

SEGA ● £19.99 ● Tel 071 373 3000 — **83%**

Jog along vertically-scrolling levels, *Ikari Warriors*-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an unoriginal but playable challenge.

MUSHA

SEISMIC ● £39.99 ● Tel N/A — **70%**

Unusual frog-like robot armour flies up few but lengthy levels; by the time you're used to them, you run out of game! Great visuals — big, colourful, smooth scrolling — but too easy and unoriginal.

PREDATOR 2

ARENA/ACCLAIM ● £39.99 ● Tel 0962 877788 — **63%**

A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

SEWER SHARK (CD)

SONY ● £44.99 ● Tel 0101 310 858 3777 — **84%**

Fly along FMV sewer tunnels, blast Radigators, bats and assorted mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but lastability isn't good.

SMASH TV

ACCLAIM ● £34.99 ● Tel 0962 877788 — **72%**

Explore the single screen rooms of a futuristic gameshow. One of the novelties is the ability to fire in one direction while running in another, vital for survival. A flawed conversion.

SPACE HARRIER II

SEGA ● £19.99 ● Tel 071 373 3000 — **55%**

The original began the trend for hydraulic chairs and cabinets in the arcades. Blastin' nasties and dodging obstacles has limited appeal as their patterns are soon learnt, but at this price it's okay as a piece of nostalgia.

SUNSET RIDERS

KONAMI ● £39.99 ● Tel 081 429 2446 — **84%**

Back in the Wild West, one or two bounty hunters pump mean cowboys full of lead, collecting ammo and cash along the way. Its lighthearted graphics and gameplay are appealing.

SUPER FANTASY ZONE
SEGA ● £39.99 ● Tel 071 373 3000 — **90%**

Cute, bold and *very* colourful graphics hit you between the eyes! Spare parts and weapons shops are very necessary to survive this fast, tough shoot-'em-up. Addictive, take-no-prisoners blasting at its best.

SUPER THUNDER BLADE
SEGA ● £19.99 ● Tel 071 373 3000 — **36%**

In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR
VIRGIN ● £39.99 ● Tel 081 960 2255 — **79%**

First in 2029 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator. There are plenty of ladders and stairs to negotiate and even more foes to blast. *Terminator* fans will love it, others should try it first.

TERMINATOR 2
ACCLAIM ● £39.99 ● Tel 0962 877788 — **92%**

Direct gunsights and blow Terminators to scrap metal, but remember to collect ammo and gun coolant. This *Op Wolf* update is the best of its kind. Superb graphics, raucous sound and non-stop action. Even better with the Menacer.

THUNDER FORCE IV
TECNO SOFT ● £39.99 ● Tel N/A — **88%**

Following three respectable shoot-'em-ups, it's no surprise this is one of the best blasters around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A — **72%**

A cartoon view from an attack chopper is overlayed with a gunsight, used to blast terrorists. *Thunderstorm FX/Cobra Command* is already looking crude compared to new releases.

TWIN COBRA
SEGA ● £34.99 ● Tel 071 373 3000 — **52%**

It uses the changing icon method of power-ups — the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

TWINKLE TALE
WAS ● £39.99 ● Tel N/A — **91%**

Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end-level guardians! For both beginners and experienced gamers.

UNIVERSAL SOLDIER
ACCOLADE ● £39.99 ● Tel 081 877 0880 — **63%**

Armed with an automatic gun, laser whip, power lines and gyroscope mode, find yet more weapons as you destroy waves of dull mechanical opponents. An above-average platform blaster based very closely on *Turrican* but a disappointing licence.

ZERO WING
SEGA ● £19.99 ● Tel 071 373 3000 — **74%**

Up against Cat's forces (no, not from *Red Dwarf*), you can use a tractor beam to grab enemies and launch them at others! Good use of colour, cool explosions and weapon effects, but gameplay's run-of-the-mill.

Sports

Balls of all sizes, shapes and textures feature in these games, the hockey, boxing and multi-event cart breaking the pattern.

THE AQUATIC GAMES
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **77%**

James Pond and his 'Aquabat' chums compete in running, jumping, seal-minding, shell-flipping and kipper-feeding events. Graphics are gorgeous, sounds are superb, but there's limited enjoyment, even with a few players.

ARCH RIVALS
FLYING EDGE ● £39.99 ● Tel 0962 877788 — **71%**

A conversion of a two-on-two coin-op (the second basketballer controlled by the computer), it features superb cartoon intermissions but gameplay foibles. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS
EASN ● £39.99 ● Tel 0753 549442 — **77%**

Options up to yer eyeballs and a versatile control system ain't enough. It's a struggle to get into then is too samey to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES
SEGA ● £19.99 ● Tel 071 373 2222 — **74%**

Up to nine players compete or practice half-pipe skateboarding, footbag, surfing, rollerskating and BMX racing. The different control methods are soon mastered but this mixed bag of events soon loses appeal.

CAL RIPKIN JR BASEBALL
MINDSCAPE ● £34.99 ● Tel 0444 246333 — **66%**

Although there's not much of it, the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, 18 teams, pitching variables, stick man fielders...

DAVID ROBINSON'S SUPREME COURT
ACCLAIM ● £34.99 ● Tel 0962 877788 — **57%**

Manual player selection and difficult stealing make defence a pain but beating the computer's easy. The court flips 45° at the halfway line, confusing all games. Aesthetically pleasing but the gameplay's lacking.

EURO CLUB SOCCER
VIRGIN ● £39.99 ● Tel 081 960 2255 — **78%**

Control any of 170 teams, enter the five-round European Cup then aim for the ultimate: the Super Cup. The action's viewed from the stands and all three buttons are used. Once you've got the hang of it, it's playable.

EVANDER HOLYFIELD'S BOXING
SEGA ● £49.99 ● Tel 071 373 3000 — **79%**

Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy-to-use controls, large boxers and realistic controls. Expensive and superceded by *Muhammad Ali* but give it a go.

FLAMING DODGEBALL KID
SEGA ● £39.99 ● Tel 071 373 3000 — **76%**

Similar in appearance to volleyball, the basic idea's to hit members of the second team with the ball, timing your shots with its flashing. A worthwhile alternative sport and well represented by sizeable Japanese cartoon graphics and changing backgrounds. Give it a play.

GRANDSLAM TENNIS
TELENET ● £34.99 ● Tel N/A — **63%**

Plenty of options: design a character, practice shots, compete in exhibitions, play doubles... All buttons are used but text book plays and tactics don't work. Bland graphics are the plain vanilla icing on the stodgy cake.

HARDBALL III
ACCOLADE ● £39.99 ● Tel 081 877 0880 — **63%**

Although the rhythm's often mechanical, the running commentary adds life to this baseball sim. Piles of options but menus are used in gameplay, too. Expect more strategic elements than fast-paced sport.

JENNIFER CAPRIATI TENNIS
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — **84%**

Oodles of options, nifty FX and smooth character and ball movement get Jenny's game off to a great start. The variety of shots, tournaments and two-player option make it the best MD tennis game.

J GLANVILLE'S FOOTBRAWL
RAZORSOFT ● £39.99 ● Tel 0101 405 843 3505 — **59%**

American Football with a barbarian slant. The pitch is littered with tree stumps and rocks, the indoor arena has trap doors and *more* rocks. If you're doing badly, a bunch of ogres climb out the crowd and help you. However, it can work the other way around, too. The cartoon violence gives a few laughs but the gameplay's basic.

JOE MONTANA II

SEGA ● £34.99 ● Tel 071 373 2222 — **76%**

Joe is John's rival to the American Football crown The controls aren't as good as *Madden*'s, the zoom function's confusing and there's no play-offs. On the positive, graphics and sound are good, gameplay's suitably hectic.

JOE MONTANA III

SEGA ● £39.99 ● Tel 071 371 3000 — **80%**

Poor old Joe! This game doesn't put a foot wrong — plenty of options, several viewpoints, great graphics and heaps of quality speech — but still plays second fiddle to *John Madden '93*. Aaaahh! You have to feel sorry for him.

JOHN MADDEN '93

EASN ● £39.99 ● Tel 0753 549442 — **87%**

When EA beefed up *'92*'s graphics, added more speech, stats, battery backup system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!

JORDAN VS BIRD

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **55%**

The biggest names in basketball go head-to-head. Presentation's high but the sprites are sometimes blocky and gameplay's simply boring. One-on-one is the basis of a sub-game, *not* an entire cart.

MARIO LEMIEUX HOCKEY

SEGA ● £39.99 ● Tel 071 373 3000 — **49%**

A Mario game on Sega! But this namesake is no gaming star: players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING

VIRGIN ● £39.99 ● Tel 081 960 2255 — **87%**

The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **78%**

Funny aliens and crafty demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inevitable, enjoyable violence.

NBA ALL-STAR CHALLENGE

FLYING EDGE ● £39.99 ● Tel 0962 877788 — **63%**

The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simply shooting practice. There are clear digitised portraits and realistic animation but lastability's low.

NHLPA HOCKEY '93

EASN ● £39.99 ● Tel 0753 549442 — **84%**

Fights and the Sin Bin join team and player stats; the top 50 slappers have special moves! Professional presentation, EA's usual wide array of sport options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD

US GOLD ● £39.99 ● Tel 021 625 3366 — **80%**

Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer throwing — not quite the full Olympics but their controls are easily mastered. Superb with the full complement of four players.

PGA TOUR GOLF II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **73%**

Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. A 'skins' game and 'draw and fade' facility help bump this onto the 18th green.

POWERBALL

NAMCO ● £39.99 ● Tel 0101 408 496 6371 — **30%**

A future version of football, blandly-drawn teams from around the globe compete on a dull pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

PRO QUARTERBACK

TRADE WEST ● £39.99 ● Tel 0101 903 874 2683 — **52%**

This attempts to steal Madden and Montana's thunder with fancy 3D perspective — which doesn't work! The number of plays is limited and their selection is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4

TENGEN ● £39.99 ● Tel 081 780 2222 — **89%**

Large sprites, smooth movement and quality sound make this a treat. A spread of options, numerous teams to choose, piles of stats and easy to learn controls complete the happy picture.

SIDE POCKET

DATA EAST ● £39.99 ● Tel 010 408 286 7080 — **73%**

The game's pool, Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets horribly high target scores but the two-player option's always fun.

SPEEDBALL 2

SEGA ● £39.99 ● Tel 071 373 3000 — **90%**

In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Collect coins to improve the team. Manic gameplay and great presentation. One of the best two-player sports games.

SUPER HIGH IMPACT

ARENA ● £39.99 ● Tel 0962 877788 — **79%**

Smart speech and pulse-pounding effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hit-O-Meter. Worthy of attention.

WINTER CHALLENGE

ACCOLADE ● £34.99 ● Tel 081 877 0880 — **80%**

Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biathon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD

US GOLD ● £39.99 ● Tel 021 625 3366 — **63%**

US Gold gave up their snap-hook graph in favour of a fancy circular one for MD *Leaderboard*. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90

SEGA ● £19.99 ● 071 373 3000 — **59%**

Get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphics are colourful and movment's speedy, but with only three kicks to master, it won't keep you playing for long.

Strategy

Organise your troops, plan your moves, distribute resources… If your the type who thinks before they act, the following games should be right up your street.

KING SALMON

TOKAI ● £39.99 ● Tel N/A — **57%**

There's nothing fishy about this being in the strategy section. Bait type, line length and depth, where to fish… even the arcade sections require thought. Remarkably enjoyable but not for long.

MEGA-LO-MANIA

VIRGIN ● £39.99 ● Tel 081 960 2255 — **90%**

Somewhere in space, flamboyant gods struggle for control over epochs. Devote manpower to mining, invention, defence and combat. The icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY

SCULPTURED SOFTWARE ● £39.99 ● Tel N/A — **51%**

As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **70%**

An in-depth version of *Populous*, men are recruited, land is farmed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

WARRIOR OF ROME II

MICRONET ● £39.99 ● Tel N/A — **56%**

Walk in Caesar's sandles and prevent the rebellion which killed him. Train men, organise troops, build colosseums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

classifieds

for sale

■ Mega Drive and Mega-CD, seven cartridges, nine CD games, arcade controller, £750+ new. Sell for £450 ono. Ring Mr Gouldon on (0843) 877477.

■ Game Gear for sale with three games, including Sonic 2. Also with MagniGear and carry case, £110. Tel (0622) 758469.

■ Atari 520 STE, one Megabyte upgrade, £700 worth of games, two joysticks, all boxed and in excellent condition. Worth £1000, will sell for £200. Write to Bryan Dunleavy, 18 Luvcase Rd, Grays, Essex.

■ English Mega Drive, six months old, looking for new home, includes three games, only £120. Phone Paul on (0494) 474941, evenings please.

■ Mega Drives game for sale (Jap), including Sonic, Quack Shot, Castle Of Illusion, all £15. Super Hydlide, Zoom!, £5. Call (0803) 865825 after 5.30pm. Also available, a convertor, £4.

■ John Madden '92, PGA Tour Golf and Sonic for sale, separately or £65 the lot. Phone Matt on (021) 430 3055 after 4pm, please.

■ American SNES (Scart), includes 2 joypads, Mario 4, Contra 3, Star Fox and Final Fight, only £200. Tel (0260) 280794.

■ SNES and three games only £190. Tel (0532) 610134.

■ Three Game Gear games for sale: Spider-Man £20, Dragon Crystal and Halley Wars, £10 each. Swaps can be considered. Phone (0565) 653309.

■ Mega-CD, ten weeks old, seven games, under guarantee, £200. Ring Richard on (0604) 701517, evenings please.

■ Master System II with two joypads and eight carts, including Sonic 2, Mickey Mouse and New Zealand Story, £110. Phone (0524) 792100.

■ Menacer gun boxed as new, all accessories complete, plus six games cartridge, £45 ono. Tel (0473) 740571 and ask for Richard.

■ For sale, Master System II with three games (Super Kick Off, Olympic Gold and Super Tennis) and built-in games, bargain at £55. Call (081) 311 7548.

■ Mega Drive in excellent condition, boxed, four games, joypad, very large collection of mags. Phone Gareth Jones on (0443) 741046, £170 ono, quick!

■ Commodore 64, ideal home computer, brand new, all accessories, over 30 top titles, £80 ono. Tel (0473) 740571, ask for Richard.

■ For sale, Streets Of Rage, Speedball 2, Montana 2, PGA, Euro Club Soccer, will swap for Chakan, Dragon's Fury, NHPLA '93. Phone Michael on (0603) 737583 after 5.15pm.

■ GG games for sale, all boxed, Terminator, Super Kick Off and Taz-Mania, only £15 each. Phone (0902) 670942.

■ Lots of Sega magazines, excellent condition! Send SAE for list to S Williams, 7 Holly Grove, Upton-on-Severn, Worcs WR8 OPH.

■ Mega Drive games, Streets Of Rage £25, Alien 3 £25, Thunder Force IV £25. Also Master System game Ghostbusters £15. All in good condition, write to Chris Clarke, 56 Cherry Ave, Clevedon, Avon BS21.

■ Mega Drive fun at a small price: Rolo To The Rescue for just £30. Phone Danny on (0803) 858277.

Small Ads

Any old iron? Any old iron? Any, any, any old iron? He wears cor-blimey trousers and he lives in a… errr — ahem! If you've iron, steel or a selection of non-ferrous metals cluttering up your back bedroom, make a hat stand, we don't want to hear about them. Computer goodies, electrical gizmos — we've got the lot. Placing a small ad is free. Browsing through them is *also* free. We're pretty democratic around here. Into human rights, freedom of speech and all that jazz…

■ Master System for sale, three games (Alex Kidd in Miracle World, Super Kick Off and Terminator), looking for quick sale, £35 or good SNES game. Phone Alun on (081) 992 2367 between 4–8pm Mon to Fri).

■ NES for sale, includes seven games Mario 1, Roller Games, Track & Field 2, Solstice, Elite, Kick Off, and Parasol Stars. Everything boxed, excellent condition, sell for £130 ono. Ring John after 6pm on (0923) 827431.

■ PC Engine GT Colour Handheld with seven games and carrying case, excellent condition, worth over £350, will accept £200 ono. I pay the postage. Tel (0702) 469518.

■ For sale GB games £12 each, Bart vs The Juggernauts and Swamp Thing and WWF 1. Call Clarke on (0698) 265611.

■ Game Gear UK, boxed, good condition and two games (from selection of eight) and Magnifier, £100 (extra games £19). Tel: Michael on (0257) 481531 (5–9pm), buyer must collect (mid Lancs area).

■ Sega Master System II and six games, including Champions Of Europe. Will sell for £80 ono. Tel (0420) 477373.

■ Game Boy with 13 games. Ring (0794) 523276 and ask for Mark.

■ UK Super Nintendo boxed with Super Mario World, as new £95. Mega Drive with 4 games in mint condition, runs all carts, £120. Brand new Japanese SNES carts, Parodius £36 etc. Also second hand SNES games. (08206) 30359 John (6-7pm).

■ Game Boy, seven games, sell for £80, or swap for two SNES games. Also Spec 128k+2 over 200 games £25 or swap for SNES game. Write to Mark, 44 Curls Rd, Maidenhead, Berks SL6 2TH.

■ Mega Drive, two joypads, six games including PGA Tour Golf 2, Sonic, Mega Games One. Sell for £190. Write to C Johnston, 35 Tonge Head Ave, Bolton, Lancs BL1 8SZ.

■ Master System II for sale, six games including Sonic 2, Alien 3, Operation Wolf, Light Phaser gun, two control pads, sell for only £80. Tel (0772) 453348.

■ Sega Mega Drive games for sale, Hellfire £20, Spider-Man £20, Global Gladiators £25 or £60 for the lot, everything boxed with instructions. Tel (0307) 830334.

■ Sega Game Gear for sale, comes with magnifier, car adaptor, four games (Halley Wars, Columns, Wonder Boy, Super Monaco GP), everything boxed with instructions, £120. Tel (0307) 830334.

■ For sale, C64 with two joysticks, 100+ games, ten magazines plus storage box. Ring (0437) 781368 after 5pm, £60.

■ Game Boy with six games, case, all leads, worth £200, will sell for £100 ono. Tel (0449) 675441.

■ Master System, boxed with instructions, with pads, joysticks, 14 games, Champions Of Europe, Asterix, Wimbledon etc. Phone (081) 517 0490, £200 wanted.

■ Atari Lynx II, two decent games and adaptor, boxed as new, excellent condition. Bargain at £59. Phone (0392) 462080, ask for David.

■ Master System II with four games, including Mickey Mouse and Alex Kidd. All boxed with instructions and manual for the Power Base, £100 ono (worth over £155). Ring (0744) 615221.

■ 50 quid is all I'm askin' for a Master System II plus six games, including Sonic, Prince Of Persia and Asterix. Tel (021) 427 7480.

■ Master System games for sale, Psycho Fox and Alex Kidd The Lost Stars, £15 each. Call Alex on (081) 686 8503.

■ Master System games for sale, Assault City, Global Defence, Ghost House, £7 each. Master Convertor for Mega Drive, £15. Ring (0754) 766320 after 6pm.

■ English Mega Drive, six months old, looking for new home. Three games, only £120. Phone Paul on (0494) 474941, evenings please.

■ Game Boy with eight games and AC adaptor. Games include Super Mario and Double Dragon II. Brand new, an unwanted gift. Worth over £200, sell for a great bargain of £60 ono. Phone (081) 907 7339.

■ Mountain Bike for sale, Probike Explorer,12 gears, 20-inch frame, one year old. Sell for £75. Hertford area only. Phone (0992) 626951.

■ Master System II, light gun, joypad and joystick, ten games, Sonic 1 & 2, Mickey Mouse, Ninja, Spider-Man, Dick Tracy and more. Sell for £150. Ring Steve on (0703) 738071.

■ Cyber Shinobi for sale (MS), good condition with instructions. You can buy this for just £10. Phone (051) 526 1553 — now!

■ Master System II with two joypads and eight carts, including Sonic 2, Mickey Mouse and New Zealand Story, £110. Phone (0524) 792100.

■ I will sell a Master System II with 12 excellent games for £110. Please phone Laurence on (081) 521 6554, any time after 4pm.

■ Alien 3 (MS) fairly new, £20. Phone (0705) 646275 and ask for Jon (game boxed with booklet), must be near Portsmouth area.

■ Sega Master System, eight games, carry case, two joypads, cost £130. Ring Pete on (0922) 418013.

■ Mega Drive, ten games, two joypads (one turbo), six months old, £200. Games worth £220 on their own. If interested, contact Dean on (081) 460 0051.

■ Mega Drive with seven games, including Sonic, Immortal, J Madden '92, Fatal Rewind, David Robinson's Basketball, rrp £365, sell for £200 ono. Phone (0494) 726109.

■ Master System games for sale, Prince Of Persia, Super Kick Off and After Burner, worth £80, sell for £40. Telephone Tim on (0372) 727847 after 6pm. All in mint condition.

■ Master System for sale with eleven games, will sell for £200 or swap with Mega Drive and game. Phone Frank on (021) 440 7800.

■ Hunchback for sale, £15–20 pounds, instructions included. Phone Christopher on (0656) 656028.

■ Master System II and control pad with five games, £75 or swap for UK Mega Drive. Phone James on (0625) 421037.

■ 64 Sega magazines for sale, including Sega Pro, Sega Power, Sega Zone, Sega Force, Mean Machines and Gamesmaster, for just £30. Write to Trevor Evenden, 59 Edward Street, Deptford, London SE8.

■ For sale, SNES plus keypad and convertor for US or Jap games. Two games included, J Connors Tennis Tour and Wings 2 (USA). For sale at £130 all boxed, ask for Wayne.

■ For sale, Lynx (Atari), three games, brand new, rechargeable batteries only £60 ono. Ask for Mark after 5pm, also swap Mario Kart for Zelda III (UK). Ring (0255) 240237.

■ SNES with two control pads, one game, Street Fighter II, as new with books, will sell for £120 ono. Ring Mike on (0424) 434 438.

■ Mega Drive, four games (Sonic 1 & 2, E-SWAT, F22), joypad and joystick, £140. Contact Curtis on (0527) 510228.

■ 'Remember, Jean, these small ads are totally free.' 'Thanks, Sue, I'll pass on the message.'

■ For sale, Master System with seven games, two controllers and light gun, £90 or swap for Mega Drive with one game. Tel (061) 799 6753.

■ Mega Drive, three games (Sonic, Shadow Dancer and World Of Illusion), two Sega pads, Quickshot Propad, loads of mags. Worth £270, will sell for £160 ono. Phone (0925) 263597.

■ For sale, UK MD, five games, including SOR 2, Fatal Fury, Ecco etc, two joypads, Maverick joystick, plus MD mags worth £100 and extras, all boxed as new, £275 ono. Phone (0379) 854001.

■ SNES, unwanted gift with four games, including StarWing and Street Fighter II. Quick sale, needed therefore only £50! Excellent condition — hardly used. Also will throw in Capcom joystick for extra £10. All English, offers to Nick on (0372) 4561

■ Game Gear, three games, AC adaptor, boxed, good condition, buyer must collect (Glasgow). Ring for details on (041) 956 5834.

■ For sale, Mega-CD with eight games, including Jaguar XJ220, boxed, ten months guarantee, £230. Phone Rob on (0286) 678080 after 5pm.

■ Boxed Mega Drive with seven games, Menacer, two pads and Action Replay Pro. Cost over £500, will sell for £250 or swap for Amiga. Tel Mark on (0703) 616678.

■ Mega Drive games, Road Rash 2, Olympic Gold, Sonic, £25 each. Super Hang-On, World Cup Italia 90 and Columns together, £25. Tel (0730) 893906.

■ Atari Lynx II, brand new, £50, or swap for four Mega Drive games. Tel Gav on (0925) 266068.

■ Master System games on card. Send list of games to Michael Murphy, Brosna PO, Co Kerry, Eire.

■ Sega Master System game cards, if you have any, please ring (051) 425 2977.

■ Game Gear, mains adaptor, magnifier, Master System converter, five games. Worth £260, will accept £135. Ring Middlesborough 312603, will swap for SNES and games.

■ Super Nintendo, two joypads, Mario, Kick Off, boxed with instructions £120. Or swap for Mega Drive with game and two joypads. Phone Richard on (0430) 860557, buyer must collect.

■ Master System, two pads, light phaser with Operation Wolf, Shinobi, Sonic, Captain Silver and Super Tennis, £125. Also Curse (Jap) on Mega Drive. Console must be collected. Ring Leo on (081) 789 3007.

■ Game Gear boxed, includes AC adaptor, battery pack, carry case, amplifier. Also includes seven top games, all boxed. Worth over £300, will sell for £180 ono. Ring (051) 531 0752.

■ Sonic 2 (English cart), £20. Adaptor for Jap and USA carts, £10. Contact Graeme at (0509) 412919 (weekdays), 4–6pm.

■ UK Mega Drive, two joypads and 15 games, including Fatal Fury, Road Rash 2, Streets Of Rage II, Ecco, £395. Phone Andy on (061) 430 2444.

■ Jap Mega Drive carts, Quackshot £20 + XDR £15, both boxed. Phone Paul on (061) 976 2203 after 4.30pm.

■ Game Boy and eight games for only £100 ono, worth £200+. Will swap for five MD games. Games for sale £18 & £23 each, phone Peter on (0232) 625330.

wanted

■ RPGs for Mega Drive wanted, good prices paid. Phone (0592) 55274.

■ Are you an old C64 user? If so, I've no doubt you can help! If you've got any old issues of ZZAP tucked away looking for a good home (for a bit of cash, obviously), drop me a line. James, Case Mills, Temeside, Ludlow SY8 1JW.

■ Gauntlet for the MS. I'll swap my copy of Speedball for it. Write to James Brewster, Rockery Cottage, Maon Street, Wombleton, N Yorkshire.

■ Wanted, Mega Drive F1 Circus, will pay £15 or swap for Ecco, Desert Strike or Populous. Write to Iain Would, 5 Beatty House, Compass Rd, Hull HU6 7BQ.

■ SNES, two joypads, F-Zero, Probotector. Unwanted Christmas presents, desperate to sell. A bargain at £50. Phone (0734) 833441 and ask for David.

swap

■ Swap Sega Mega Drive carry case, three joypads, joystick and three games for Super Nintendo, two games, two joypads. Phone Alan on (0727) 824312.

■ Want to swap Fatal Labyrinth on MD for Super Kick Off, Ecco, X-Men or Side Pocket. Ring Gavin on London 371 9008.

■ Amazing Mega Drive games for exchange. SAEs to Michael, 10 Glebe Gardens, Newtown Abbey, Co Antrim, N Ireland BT36 6ED or tel (0232) 844473. I also have a few for sale.

■ Super Off Road for my Super Monaco GP Game Gear. Phone Wythenshawe 4999336, any time, and ask for Alex.

■ I'll swap my 19 WWF Wrestling figures for a Mega Drive and one game, or a SNES and one game. Phone Tom on (0664) 424672, after 6pm on weekdays, please.

■ Mega Drive games to swap, PGA Golf, Desert Strike or Olympic Gold for Flashback or Jungle Strike. Phone Clayton Tanner on (0272) 634765 after 8pm.

■ Swap my Mega Drive with two joypads and eight games for your Amiga 500 or 500+ with one or two games. Phone Stuart on (0900) 815194.

■ My Koyosho radio-controlled car, complete kit (needs new body), for your SNES and games or sell for £95. Tel (07687) 71372 ask for John.

■ Amiga A500, joysticks, mouse, over £300 worth of games, still boxed, for Mega Drive (SCART only) with games and joypads. Phone Paul on (0789) 488205.

■ Swap my Mega Drive, five games, two pads with box for an Amiga (no games necessary). Ring Chris on (0270) 627901 after 4pm, please.

■ Will swap Global Gladiators for Flashback or Hellfire, must be boxed with instructions. Tel (0307) 830334.

■ Swap (Jap) DecapAttack, (Jap) Super Shinobi and (Jap) Ghouls 'N' Ghosts for Tiger Heli and The Flaming Dodgeball Kid. Phone (0986) 873263 after 2pm.

pen-pals

■ Calling all lads aged 14–18. 16-year-old girl looking for pen pals. Write to Emma Sydmonton, Highland Rd, Badger's Mount, Sevenoaks, Kent.

■ 16-year-old male seeks female friends. Send photo if possible. All letters answered. Write to Paul Dilly, Windways, Walton West H/West, Dyfed SA62 3UA.

■ 15-year-old male looking for female pen pals aged 14–17. I love body-boarding, acting and Mega Drives. Write now! Lee Bright, 2 Hr Anderton Rd, Millbrook, Cornwall PL10 1DY.

■ 14-year-old boy wants male pen pal aged 13–16. Write to Mark Cummings, 9 Brown Street, Blairgowerie, Perthshire, Scotland PH10 6EX.

■ 16-year-old girl seeks pen pals aged 15–18 from all over the country. Write to Zoe Barnard, PO Mattishall, Dereha, Norfolk NR20 3AA, include photo if possible.

■ 10-year-old boy wants similar pen pal. Likes football (Leicester City) and computer games. Write to Richard, 119 Kingsway, Narborough Rd South, Leicester LE3 2PL.

■ Hi! I'm looking for a male or female pen pal around 11–13. So pick up a pen and write to Laura at 1 Newtown, Whitchurch, Shropshire SY13 1BH.

■ 9-year-old female would like male or female pen pals. Please write to Becky, 57 Defender Dr, Grimsby, S Humberside DN37 9PQ.

■ Girls! So you want to meet someone new? Want a change of scene? 16+? Send photo if possible to Matthew Stokes, 34 Templar Close, Sandhurst, Berkshire GU17 8JP.

■ Hi! 13-year-old girl wants male pen pals. all letters answered. Please write to Louise at 22 Epping Close, Frankley, Birmingham B45 ODP

■ Looking for female pen pal (12–13). Write to M.C, 23 Queens Ave, Barton-on-Humber, S Humberside DN18 5QN. Please send photo!

■ 14-year-old boy seeks female pen pals. Please send recent photo to Ian, 40 Chander's Heights, Shadycombe Rd, Salcombe, Devon TQ8 8QT. All letters answered.

■ My name's Chris (16). I'm looking for a female pen pal aged 15–18 years old. I'm not desperate, I only need someone to comfort me when I'm down! Write to Chris Neal, 21 Otter's Fields, Becketts Lane, Greet, Gloucestershire GL54 5PN.

user clubs

■ Pen pal club! Don't delay. This is just what you want! For info, telephone (0772) 796489 or send SAE to Paul, 4 The Green, Ribble Village, Ribbleton, Preston.

■ Cheat heaven! Send 40p and a list of 15 games you want cheats for. I will send you cheats for five of those games. Send to 50 Blandford Close, Dorchester Rd, Bransholme, Hull HU7 6AB.

■ Dinosaurs! Dinosaurs! *Jurassic Park*! We *had* to mention that bloomin' movie somewhere! Now we've caught your attention, remember we can't be held responsible if you purchase goods that aren't all they're cracked up to be. If your MD keeps making love to your Auntie Ivy's leg, or your new Game Gear from Scotland has a Geordie accent, we'd like to help out, but sadly, there's another deadline looming. Exert caution when writing to pen pals and user clubs. Ads take up to six weeks to appear. We pull those deemed unsuitable.



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Next month...

There's no rest for the over-worked, is there? As you sit back and relax with this sizzling issue of SEGA FORCE MEGA, us poor saps will be hard at again, writing reviews, turning out tips, pleading for previews and nosing about for the nattiest news stories in town. Oh yeah, we'll also be playing a few Mega Drive games too!

Lined up for next issue we find *Thunderhawk, Chuck 2, Dracula, Puggsy, Wiz 'n' Liz, Championship Bowling, Blaster Master 2, NHL Hockey '94, Super Baseball 2020, Haunting, Starring Polterguy* and, if it arrives on time, a new beat-'em-up by the name of *Street Fighter II: Special Championship Edition*.

Ever heard of it? It still hasn't been decided whether that is, in fact, what the game will be finally called. The other possible is *Street Fighter II: Dash Edition* (honest!) but, dash it all, whatever it's called we'll look behind the hype and bring you the definitive review next issue (if it arrives on time, of course...).



THE NEXT ISSUE OF SEGA FORCE MEGA IS ON SALE SEPTEMBER 16
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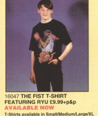


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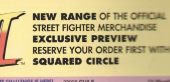
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